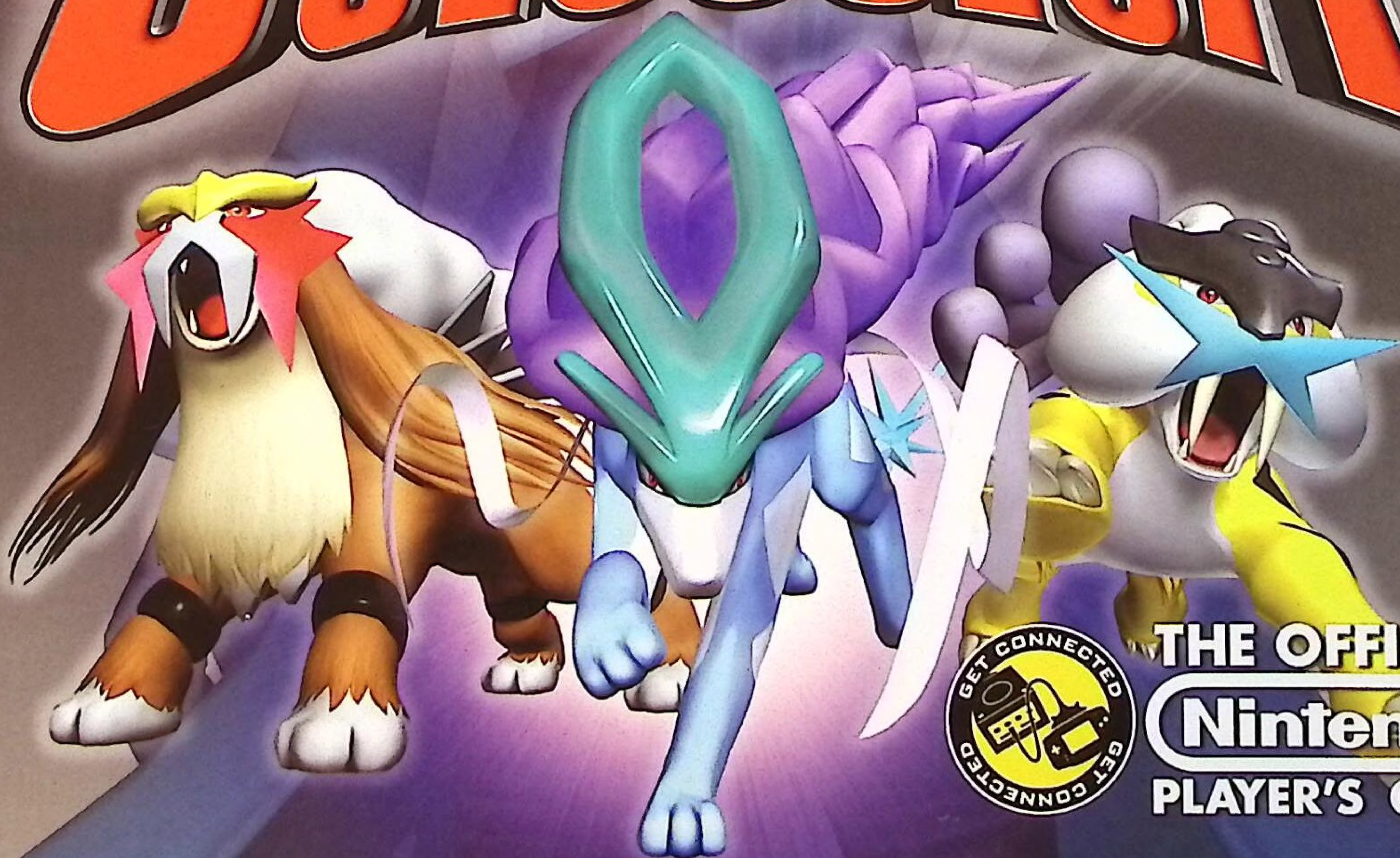


THE OFFICIAL GUIDE FROM **NINTENDO POWER**



NINTENDO
GAMECUBE™

Pokémon GOLOSSEUM



THE OFFICIAL
Nintendo
PLAYER'S GUIDE

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OFFICIAL NINTENDO PLAYER'S GUIDE

POKÉMON COLOSSEUM



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CONTENTS

Controls	2
Pokémon Types	3
Pokémon Battle Moves	4
Pokémon Abilities & Natures	8
Items & Held Items	9



STORY MODE

Story Mode: A Whole New World	16
Snag and Save 'Em All	18
Raising Your Pokémon	21
Gameplay Checklist	22
Outskirt Stand	24
Phenac City	25
Pyrite Town	27
Pyrite Building	29

Combination Effects	10
Ins and Outs of Switching	11
Double Battle Techniques	12
Build the Perfect Team	14



BATTLE MODE

Battle Mode Basics	44
Level 50	
Phenac Stadium (Single)	46
Phenac Stadium (Double)	50
Pyrite Colosseum (Single)	54
Pyrite Colosseum (Double)	58
Under Colosseum (Single)	62
Under Colosseum (Double)	66
Orre Colosseum (Single)	70
Orre Colosseum (Double)	74

Pyrite Cave	30
Agate Village	31
Mt. Battle	33
The Under	34
Shadow Pokémon Lab	37
Realgam Tower	39
Snagem Hideout	41
The Story Continues	42

Level 100	
Tower Colosseum (Single)	78
Tower Colosseum (Double)	82
Orre Colosseum (Single)	86
Orre Colosseum (Double)	90
Mt. Battle: Single Battle	94
Areas 1 through 10	95
Mt. Battle: Double Battle	115
Areas 1 through 10	116
The Power of Poké Coupons & Connect 'Em All	136



POKéDEX

137



REFERENCE DATA

Items	162
Technical Machines	165
Battle Moves	166

Abilities	172
Natures	173
Available Pokémon by Type	174

CONTROLS

With a good grasp of Pokémon Colosseum's controls, you'll be able to focus on what counts—building your rep as the fiercest Trainer ever to command Pokémon, whether in Battle mode's heated competitions or Story mode's Snag-'em-all mission.

- Move your character
- Navigate menus

- Show the menu (Story mode only)



- Cancel a selection
- Back out of menus

- Select a menu option
- Speak with someone
- Examine an object

STORY MODE MENU

The menu system helps you keep your traveling inventory organized. From the Pokémon submenu, you can manage the six members of your current team. (You'll need to access a PC if you want to view your whole Pokémon collection.) The P★DA, short for Pokémon

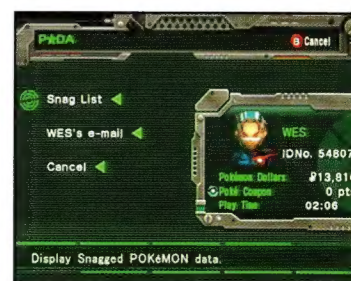
Digital Assistant, allows you to tap into your on-hand digital information. You can examine your inventory from the Item submenu. Note: Unlike in previous Pokémon games, Story mode's menu system doesn't enable you to save—you'll need to find the nearest PC.



Press X, Y or Start to access the top layer of the menu system, then press A to dive deeper into a menu and B to back out.



In the Pokémon submenu, you can examine the statistics, moves and status of all Pokémon in your party and assign them held items.



The Pokémon Digital Assistant lets you read your e-mails and consult your Snag List.

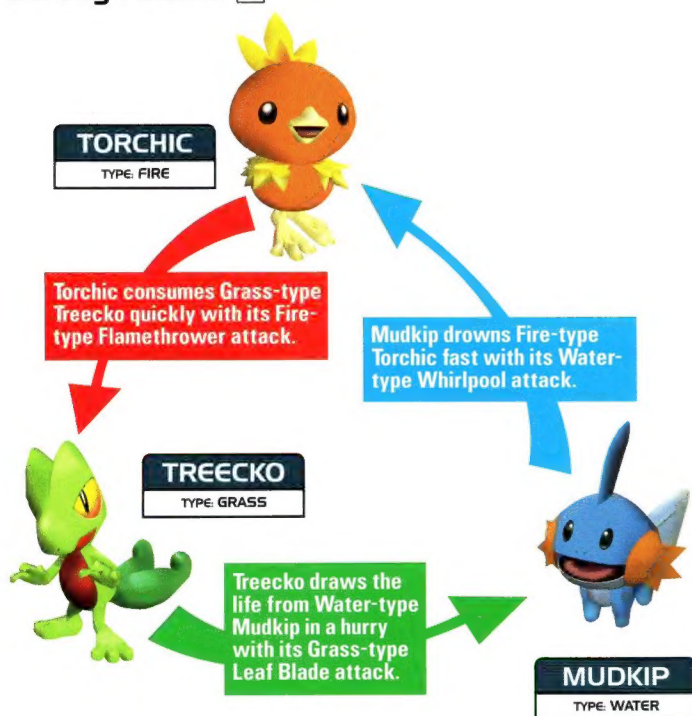
POKÉMON TYPES

Opponent Pokémon will eat you alive until you come to terms with the Pokémon type system. In battle, the 17 types collide in a way that takes rock-paper-scissors to the extreme. Knowing which Pokémon are vulnerable or resistant to an attack is essential.

VULNERABILITY

Every kind of Pokémon has one or two types, such as the single-type Torchic (Fire-type) and the dual-type Graveler (see below). A Pokémon's type determines what types of *attacks*—categorized by the 17-type system—it's vulnerable to. Consider this example that shows three Pokémon nipping at each other's heels for double damage:

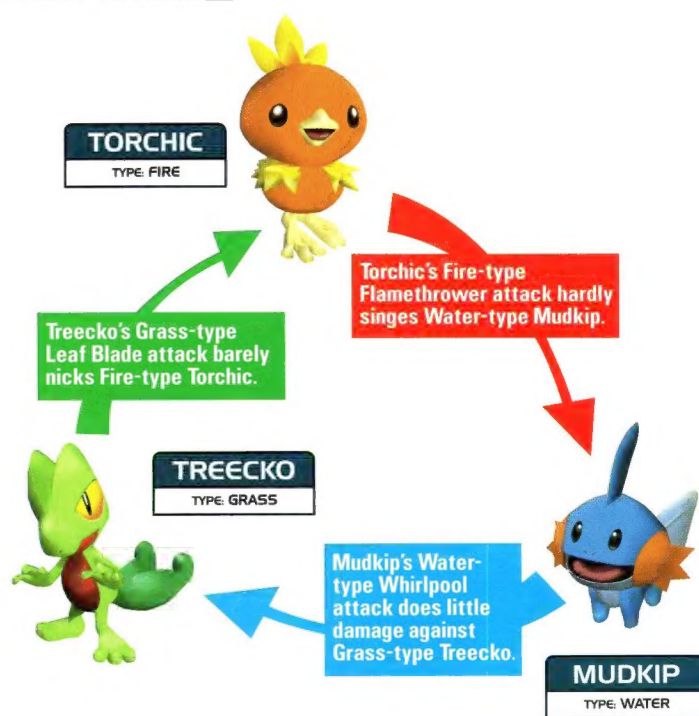
Strong Attack +



RESISTANCE

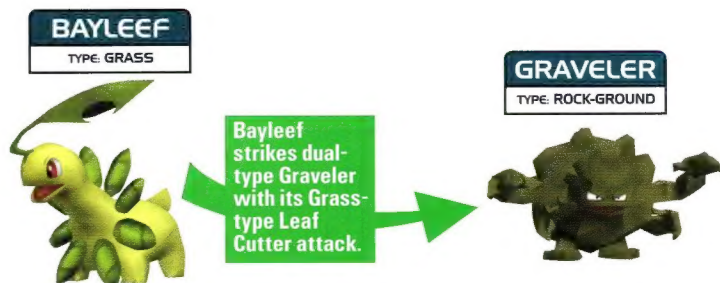
A Pokémon's type also affects what types of attacks it's resistant to. In the example below, which reverses the attack cycle shown to the left, the Pokémon do only half-damage to each other. When you consult the 17-type battle chart on page 4, you'll see that each Pokémon's type makes it resistant to its new tormentor:

Weak Attack -



EVERY EDGE COUNTS

Your Pokémon's type doesn't tap into the vulnerability-resistance combat chart shown on page 4. Its *attack type* does, as shown above. If your Pokémon's attack type matches your Pokémon's type, the attack will be 1.5 times as powerful. You can also rack up another major damage multiplier—or a big disappointment—when you attack a dual-type Pokémon. Dual-types can be doubly vulnerable, doubly resistant or somewhere in between, depending on how each of its types reacts to a certain attack type. The example to the right shows an extremely effective attack that combines the type-matching and dual-type multipliers!



LEAF CUTTER'S TYPE MATCHES BAYLEEF'S TYPE	x1.5
GRASS-TYPE ATTACK VS. ROCK-TYPE POKÉMON	x2
GRASS-TYPE ATTACK VS. GROUND-TYPE POKÉMON	x2
TOTAL DAMAGE MULTIPLIER	x6



POKÉMON BATTLE MOVES

Of the hundreds of battle moves, each of your Pokémon will know only four at a time. Learn which moves cause major damage, inflict status conditions and meddle with statistics to help each Pokémon develop into a formidable powerhouse.

POKÉMON STATS

Five of a Pokémon's six statistics drive how well it delivers its battle moves. Its Attack and Defense stats determine how much damage it delivers or avoids from physical attacks (like Normal- and Flying-type attacks). Its Special Attack and Special Defense determine how much hurt it inflicts or escapes from special attacks (like Fire- and Ice-type attacks). Speed drives how fast the Pokémon moves in battle and when it takes its turn in a battle round. Hit Points indicates how much damage it can take.

Attack

The higher a Pokémon's Attack stat, the more damage it delivers with physical attacks.

Special Attack

The greater a Pokémon's Special Attack stat, the more damage it inflicts with special attacks.

Speed

The higher a Pokémon's Speed stat, the faster it will strike in a battle round.

Defense

The higher a Pokémon's Defense stat, the less damage it suffers from physical attacks.

Special Defense

The greater a Pokémon's Special Defense stat, the less damage it takes from special attacks.

Hit Points

When a Pokémon takes damage, it loses HP. When it's out of HP, it faints out of its current position in battle.

THE POKÉMON COMBAT CHART

It's possible to bludgeon through battles without regard to type, but you'll win fights much faster—and level up your Pokémon much more quickly—if you use the battle system. If you know the defending Pokémon's type then strike with the best attack types, you can rack up huge damage multipliers.

PHYSICAL ATTACK

SPECIAL ATTACK

DEFENDING POKÉMON TYPE

YOUR ATTACK TYPE	NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON	DARK	STEEL
NORMAL													-	=			-
FIRE		-	-		+	+						+	-		-		+
WATER		+	-		-				+				+		-		
ELECTRIC			+	-	-				=	+					-		
GRASS		-	+		-			-	+	-		-	+		-		-
ICE		-	-		+	-			+	+					+		-
FIGHTING	+					+		-		-	-	-	+	=		+	+
POISON					+			-	-				-	-			=
GROUND		+		+	-			+		=		-	+				+
FLYING				-	+		+					+	-				-
PSYCHIC							+	+			-					=	-
BUG		-			+		-	-		-	+			-	+	-	
ROCK		+				+	-		-	+		+					-
GHOST	=										+			+		-	-
DRAGON															+		-
DARK								-			+			+		-	-
STEEL		-	-	-		+						+					-

Attack-Damage Multipliers

- When figuring out the final damage multiplier, find out which individual multipliers apply, then multiply them together.
- To find out which attack types you should use on a defending Pokémon, scan its type column and see which attack types do x2 damage (+), half damage (-) or no damage (=).
- Against dual-type Pokémon, use the chart to find both damage multipliers, then multiply them together.
- When a Pokémon delivers a "critical hit" (a lucky strike), it inflicts double damage.

x2	Damage for + attacks
x2	"Critical hit" damage
x1.5	Damage if the attack type is the same type as the Pokémon's using it
x0.5	Damage for - attacks
x0	Damage for = attacks; the Pokémon is invulnerable to damage effects

PHYSICAL ATTACKS

The higher the Pokémon's Attack is, the more damage its physical attack will do. But the higher the defender's Defense is, the less damage it will suffer.

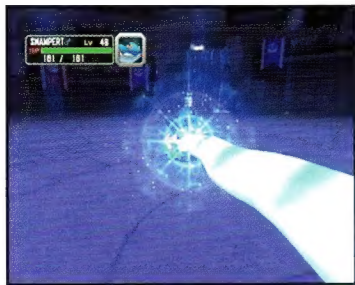
SPECIAL ATTACKS

For special attacks, use the aggressor's Special Attack stat and defender's Special Defense instead.



MOVE STATISTICS

Each move has stats that influence battle results. The main three are Basic Attack power, Accuracy and Power Points. You'll find many more details about battle moves in the full list on pages 166-172, including their types and secondary effects. Some moves have amazing powers, but their effectiveness in battle always comes down to their main stats.



Swampert usually has a high Special Attack. When it uses the Hydro Pump special attack, the results are explosive, because the move has a Basic Attack power of 120. Fortunately for its opponents, the move's Accuracy is only 85 and it offers only five power points.

STATUS CONDITIONS

Many moves afflict the defending Pokémon with one of six status conditions for several turns or cause the foe to Flinch (lose its move). Moves that inflict attack damage *and* cause a status condition usually have a much higher Accuracy for the damage strike than for the additional status effect succeeding—use them with care.

STATUS-CHANGING MOVES

EFFECT	MOVE	AC
PARALYZE	GLARE	75
	STUN SPORE	75
	THUNDER WAVE	100
POISON	POISON GAS	55
	POISONPOWDER	75
	TOXIC**	85
BURN	WILL-O-WISP	75
CONFUSE	CONFUSE RAY	100
	SUPERSONIC	55
	SWEET KISS	75
	TEETER DANCE*	100
SLEEP	GRASSWHISTLE	55
	HYPNOSIS	60
	SING	55
	SLEEP POWDER	75
	SPORE	100
	YAWN*	100



A Pokémon can't suffer from more than one status condition at a time—except when Confuse is involved. Inflicting Confuse and a second condition is a great way to ensure success.

Basic Attack Power

The Basic Attack power (BA) influences damage. Weak moves tend to have a low BA; strong moves have a high BA. If you want to raise a Pokémon that can deliver stunningly strong attacks, teach it high-BA moves that work in tandem with its Attack or Special Attack stat—whichever's greater.

Accuracy

A move's Accuracy (AC) rating shows the likelihood that the move will connect with its target. Weak moves tend to have a better AC; strong moves often have a poor AC. The attacker can also use special moves that improve AC, and the defending Pokémon can tap moves that improve their powers of evasion.

Power Points

Power points (PP) show how many times a Pokémon can use a move before the ability is tapped out. When a Pokémon refreshes at a Pokémon Restoring Machine, all PP are replenished. Extremely potent moves usually have few PP, so you'll need to use them sparingly.

CONDITION	EFFECT ON DEFENDING POKÉMON
BURN	Loses Attack strength and HP each turn
CONFUSE	Sometimes attacks itself instead of target
FREEZE	Can't deliver moves
PARALYZE	Can't deliver moves 25% of the time / Speed stat loss
POISON	Loses Attack strength and HP each turn
SLEEP	Can't deliver moves

MOVES THAT INFLECT DAMAGE & STATUS CHANGE

EFFECT	MOVE	EFFECT AC
PARALYZE	BODY SLAM	30
	BOUNCE	30
	DRAGONBREATH	30
	LICK	30
	SPARK	30
	THUNDER	30
	THUNDERBOLT	10
	THUNDERPUNCH	10
	THUNDERSHOCK	10
	ZAP CANNON	100
POISON	POISON FANG **	30
	POISON STING	30
	POISON TAIL	10
	SLUDGE	30
	SLUDGE BOMB	30
	SMOG	40
FREEZE	BLIZZARD	10
	ICE BEAM	10
	ICE PUNCH	10
	POWDER SNOW	10
BURN	BLAZE KICK	10
	EMBER	10
	FIRE BLAST	10
	FIRE PUNCH	10
	FLAME WHEEL	10
	FLAMETHROWER	10
	HEAT WAVE	10
	SACRED FIRE	50
EFFECT	MOVE	EFFECT AC
CONFUSE	CONFUSION	10
	DIZZY PUNCH	20
	DYNAMICPUNCH	100
	PSYBEAM	10
	SIGNAL BEAM	10
	WATER PULSE	20
FLINCH	ASTONISH	30
	BITE	30
	EXTRASENSORY	10
	FAKE OUT*	100
	HEADBUTT	30
	NEEDLE ARM	30
	ROCK SLIDE	30
	ROLLING KICK	30
	SKY ATTACK	30
	SNORE*	30
SPECIAL	STOMP	30
	TWISTER	20
SPECIAL	TRI ATTACK ***	20
	SECRET POWER ****	30

* Move has an additional effect or special usage condition—see the Battle Move list on pages 166-172.

** Move afflicts its target with a more serious poison that does increasing amounts of damage with each turn.

*** Move can cause a Paralyze, Freeze or Burn condition randomly.

**** Move effect changes by location: DEF (Phenac Stadium); AC (Orre Colosseum); Paralyze (Under Colosseum, Tower Colosseum and Mt. Battle spots 1-30); Confuse (Pyrite Colosseum, Mt. Battle spots 31-60 and 100); and Flinch (Deep Colosseum and Mt. Battle spots 61-99).



STAT-ALTERING MOVES

Since damage is influenced by stats, using certain moves several times to pump up your Pokémon's stats—Attack for physical attacks, Special Attack for special attacks—can make your damage shoot into the stratosphere. If your Pokémon is defending against physical attacks or special attacks, use moves that bolster its Defense and Special Defense, respectively. Tampering with an opposing Pokémon's stats can be more effective, however, because it will remain weakened no matter which Pokémon you switch in and out of battle. A stat-attack on a defender may fail, however, so Accuracy comes into play. Some rare moves affect multiple stats at once—they appear in red in the tables below.



Eroding a defending Pokémon's stats then striking with damaging attack can be a more effective way to bring down tough foes like Skarmory.



Raising a Pokémon's stats during battle can quickly make it a major force, especially when using dual-stat-raising moves like Cosmic Power.

STAT-RAISING MOVES FOR ATTACKING POKÉMON

EFFECT	MOVE
ATK +	BELLY DRUM*
	HOWL
	MEDITATE
	SWORDS DANCE
DEF +	ACID ARMOR
	BARRIER
	DEFENSE CURL
	HARDEN
	IRON DEFENSE
	WITHDRAW
SA +	GROWTH
	TAIL GLOW
SD +	AMNESIA
SPD +	AGILITY
ATK +, DEF +	BULK UP
	CURSE*
ATK +, SPD +	DRAGON DANCE
DEF +, SD +	COSMIC POWER
SA +, SD +	CALM MIND
EVASION +	DOUBLE TEAM
	MINIMIZE
SPECIAL	PSYCH UP**

STAT-REDUCING MOVES FOR DEFENDING POKÉMON

EFFECT	MOVE	AC
ATK -	CHARM	100
	FEATHERDANCE	100
	GROWL	100
DEF -	LEER	100
	SCREECH	85
	TAIL WHIP	100
SD -	FAKE TEARS	100
	METAL SOUND	85
SPD -	COTTON SPORE	85
	SCARY FACE	90
	STRING SHOT	95
ATK -, DEF -	TICKLE	100
ATK -, SA -	MEMENTO*	100
AC -	FLASH	70
	KINESIS	80
	SAND-ATTACK	100
	SMOKESCREEN	100
	SWEET SCENT	100
EVASION -		

MOVES THAT INFLICT DAMAGE & REDUCE DEFENDER'S STATS

EFFECT	MOVE	STAT AC
ATK -	AURORA BEAM	10
DEF -	ACID	10
	CRUSH CLAW	50
	IRON TAIL	30
	ROCK SMASH	50
SPD -	BUBBLE	10
	BUBBLEBEAM	10
	CONSTRICT	10
	ICY WIND	100
	MUD SHOT	100
	ROCK TOMB	100
SA -	MIST BALL	50
SD -	CRUNCH	20
	LUSTER PURGE	50
	PSYCHIC	10
	SHADOW BALL	20
AC -	MUDDY WATER	30
	MUD-SLAP	100
	OCTAZOOKA	50

MOVES THAT INFLICT DAMAGE & RAISE ATTACKER'S STATS

EFFECT	MOVE	STAT AC
ATK +	METAL CLAW	10
	METEOR MASH	20
DEF +	SKULL BASH	100
	STEEL WING	10
ALL +	ANCIENTPOWER	10
	SILVER WIND	10

* Move has an additional effect or special usage condition—see the Battle Move list on pages 166-172.

** Move duplicates foe's stat modifications (AC: 80).



You can shield your defending Pokémon from stat-tampering by using the Safeguard or Mist move. When you're facing foes who are stat-meddling masters, there's no better way to keep your head on straight.



Baton Pass is great for Trainers who like to overwhelm the opposition with stat-boosted Pokémon. When a Pokémon uses Baton Pass, it ducks out of battle but transfers any of its stat modifications to the incoming Pokémon!



MAKE YOUR MOVE

Most moves on the Battle Moves list (pages 166-172) are straightforward, delivering damage or afflicting foes with status- or stat-changing effects. But dozens more make an unusual impact or restrike the target on several turns. Check out the following examples to get an idea of the wide range of possibilities at your disposal.

CROSS CHOP

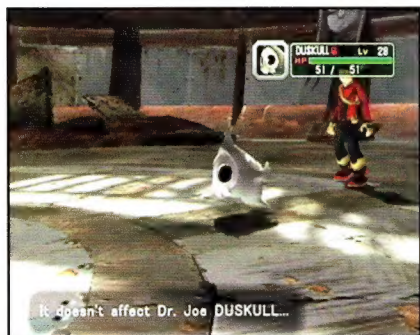
Some moves, such as Cross Chop, have a high chance of scoring a critical hit—which doubles attack damage. Pokémon that often score critical hits can blaze through battles quickly.



Cross Chop, with its Basic Attack power of 100, is the most powerful strike that has a high critical-hit chance. But even the least powerful of such attacks, Karate Chop, can gash foes badly when its critical hit comes through.

SEISMIC TOSS & NIGHT SHADE

When you can't get a break via the 17-type battle system, Seismic Toss and Night Shade can be a boon. They circumvent the system and deliver damage based on the attacking Pokémon's level.



Even when the damage isn't affected by type-based multipliers, you should still consult the battle table when using moves like Seismic Toss to find out which types are immune to the damage. Ghost-types are invulnerable to damage from Seismic Toss, a Fighting-type move.

SWAGGER & FLATTER

Swagger and Flatter raise the opposing Pokémon's stats (Attack and Special Attack, respectively), which sounds like a bad idea. But the moves cuff your opponent with a Confuse condition, as well.



A confused Pokémon may hurt itself. Since the Attack stat determines the damage, Swagger gives your foe more power—to knock itself out.



Flatter raises Special Attack, unfortunately. The confused target won't KO itself as fast. Use Flatter to baffle only foes with a wee Special Attack.

FIRE SPIN

Attacks like Fire Spin smack a target with damage and cause an effect that inflicts damage for two to five turns. Use such moves in tandem with other residual-damage moves to wear down a foe fast.



Smite a foe with Fire Spin, then inflict a status condition like Burn or Poison to give it two sources of residual damage. It'll lose hit points steadily while you continue your onslaught using other attacks.

FLY, DIG & DIVE

When a Pokémon uses Fly, Dig or Dive, it'll leave the field of battle for the rest of the turn, avoiding any incoming attacks, then return on the following turn to deliver an extrapowerful wallop.



When you face a Pokémon that uses Fly or Dig, respond with Gust or Earthquake, respectively. They're the only moves that will affect the Pokémon while they're above or underneath the field, and you'll do double damage! There's no such counter to Dive.

ENCORE

Encore forces a target to repeat its last move for three to six turns. It's a gamble when you're uncertain that your Pokémon will strike first. But if you're sure, Encore's a fierce move.



If you face a Pokémon that uses a nondamaging prep move, such as Rain Dance, hit it with Encore if you know that you'll move before your foe.



You'll then be guaranteed that Encore will force the opposing Pokémon into using Rain Dance for several turns—effectively paralyzing it!



POKÉMON ABILITIES & NATURES

If you have two or more of the same Pokémon, you'll find that they have basic similarities, like their types and the kinds of moves they can learn. But their abilities and natures make each one unique.

ABILITY ON AUTOPILOT

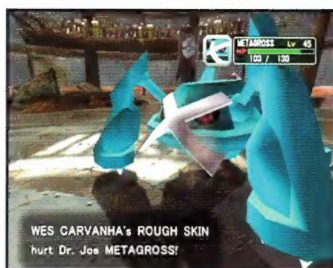
Unlike with moves, you can't order a Pokémon to use its ability—the ability kicks into action if triggered by a battle event. Most Pokémon of a given kind have the same ability. Other kinds may have one of two possible abilities. See the full list on pages 172 and 173.

Prevention Abilities



Some abilities make a Pokémon invulnerable to specific types of attacks or effects. Claydol's Levitate, for example, prevents any Ground-type attack from scratching it.

Backlash-Related Abilities



A number of abilities automatically hit an attacking Pokémon with a backlash effect in certain situations. Some of them, like Rough Skin, inflict their effect when an attacker makes physical contact with its target.

Enhancing Abilities



Abilities like Chlorophyll, which doubles a Pokémon's Speed in sunny weather, will go into action in specific scenarios. Other abilities raise a Pokémon's attack power when using certain move types.

Strange & Fabulous Abilities



Some abilities are beyond categorization, such as Wonder Guard. The amazing ability makes Shedinja immune to all damage except from attacks that are "supereffective" against its dual Pokémon types on the battle chart.

GUIDED BY NATURE

Each Pokémon has one of 25 natures that affect how its stats may grow or languish as it gains experience. If you have several of the same kind of Pokémon, each with a different nature, you'll see their stats progress in very different ways based on the nature's influence! Nature also affects Shadow Pokémon purification—see page 20.

NATURE	EFFECT ON STAT GROWTH
ADAMANT	ATTACK + / SPECIAL ATTACK -
BASHFUL	—
BOLD	DEFENSE + / ATTACK -
BRAVE	ATTACK + / SPEED -
CALM	SPECIAL DEFENSE + / ATTACK -
CAREFUL	SPECIAL DEFENSE + / SPECIAL ATTACK -
DOCILE	—
GENTLE	SPECIAL DEFENSE + / DEFENSE -
HARDY	—
HASTY	SPEED + / DEFENSE -
IMPISH	DEFENSE + / SPECIAL ATTACK -
JOLLY	SPEED + / SPECIAL ATTACK -
LAX	DEFENSE + / SPECIAL DEFENSE -
LONELY	ATTACK + / DEFENSE -
MILD	SPECIAL ATTACK + / DEFENSE -
MODEST	SPECIAL ATTACK + / ATTACK -
NAIVE	SPEED + / SPECIAL DEFENSE -
NAUGHTY	ATTACK + / SPECIAL DEFENSE -
QUIET	SPECIAL ATTACK + / SPEED -
QUIRKY	—
RASH	SPECIAL ATTACK + / SPECIAL DEFENSE -
RELAXED	DEFENSE + / SPEED -
SASSY	SPECIAL DEFENSE + / SPEED -
SERIOUS	—
TIMID	SPEED + / ATTACK -



ITEMS & HELD ITEMS

You'll get many items that benefit Pokémon. Some of them—held items—can be used only by Pokémon themselves. Battle mode and Story mode have different item-usage rules; if you keep them straight, you can set your Pokémon up for far greater success.

ITEMS

You can use regular items in Story mode and in Pokémon games on the GBA, but not in Battle mode. Many heal damage and status effects. Others raise a Pokémon's stats or level, or teach moves—they're rarer items, so use them sparingly. See the list on page 162.

STAT- AND LEVEL-RAISING ITEMS

Some stat-raisers, like X Attack, elevate stats only for the duration of one Trainer battle. Others, like Protein, raise them permanently. One item, Rare Candy, increases a Pokémon's level.



You can't use the temporary stat-raisers in Battle-mode fights. If you want to get the edge, use permanent stat-raisers on a Pokémon before you bring it into Battle mode. You can lift a Pokémon's stats to fearsome heights if you use items like Calcium on them!

MOVE-GRANTING ITEMS

Hidden Machines (HMs) and Technical Machines (TMs) both teach Pokémon new moves. The TMs, however, are the only move-teaching items that you'll find in Pokémon Colosseum.



A TM can teach a move only once, and only to certain kinds of Pokémon. Activate a TM to see if anyone in your traveling party can learn the move. It's a great way to teach a Pokémon powerful moves long before it learns any by leveling up.

CURING STATUS CONDITIONS

Since inflicting a status condition is a big part of strategy, *eliminating* one is just as important. Some conditions wear off after several turns, but you can also have your team pull together to remove the status. You'll want a stash of condition-clearing items (in Story mode) on hand, and held items in your Pokémon's clutches (in both modes), to eradicate the problem and to maintain your battle momentum.

CONDITION	ITEM/HELD ITEM CURES & OTHER CURES
BURN	ITEMS: Burn Heal, Full Heal, Full Restore, Heal Powder, Lava Cookie ; HELD ITEMS: Lum Berry, Rawst Berry, White Herb; OTHER: Remove Pokémon from battle
CONFUSE	ITEMS: Full Heal, Full Restore, Heal Powder, Yellow Flute ; HELD ITEMS: Persim Berry; OTHERS: Remove Pokémon from battle; or wait a few turns for the condition to fade
FREEZE	ITEMS: Full Restore, Full Heal, Heal Powder, Ice Heal, Lava Cookie ; HELD ITEMS: Aspear Berry, Lum Berry, White Herb; OTHERS: Any Fire-Type attack except Will-o-Wisp and Sunny Day; or wait a few turns for the condition to fade
PARALYZE	ITEMS: Full Heal, Full Restore, Heal Powder, Lava Cookie , Paralyze Heal; HELD ITEMS: Cheri Berry, Lum Berry, White Herb; OTHERS: Refresh, Rest, Smellingsalt moves
POISON	ITEMS: Antidote, Full Heal, Full Restore, Heal Powder, Lava Cookie ; HELD ITEMS: Lum Berry, Pecha Berry, White Herb; OTHERS: Refresh, Rest moves
SLEEP	ITEMS: Awakening, Blue Flute , Full Heal, Full Restore, Heal Powder, Lava Cookie ; HELD ITEMS: Chesto Berry, Lum Berry, White Herb; OTHERS: Wait a few turns for the condition to fade; Call Pokémon in battle (Story mode only)

Items and held items noted in red can't be found in Pokémon Colosseum—you must carry them in from the Pokémon games on the GBA.

HELD ITEMS

You won't use held items; you'll give one to a Pokémon, who'll use it when the time's right or benefit from a constant effect by possessing it. Battle mode restricts item usage to held items only, so distribute them carefully. See pages 164 and 165 for complete lists.

BERRIES

Your Pokémon will hold a berry until it decides the time is right to consume the single-use held item. There are many kinds of berries, most with a healing, status-clearing or stat-raising benefit.



Your Pokémon will use berries, such as the sleep-curing Chesto Berry, to take care of their own problems. The big advantage: You won't waste a turn healing your Pokémon. In Battle mode, berries are even more essential since you can't use regular items.

BATTLE-ENHANCING HELD ITEMS

Many held items grant special effects in battle—such as increasing Fire-type damage or impairing the Accuracy of a foe's move—for as long as a Pokémon hangs onto the item.



Always consider which Pokémon will get the greatest benefit from a held item. For instance, when you pair the Scope Lens (which raises the odds of delivering a critical hit) with a Pokémon that can use Cross Chop (which already has a good chance of a critical hit), you'll be unstoppable.



COMBINATION EFFECTS

As you learn the specifics of more moves, abilities and held items, you'll begin to see ways to combine them to produce megapowerful effects. Seasoned Trainers always add combos to their type-trumping tactics to get the jump on their opponents.

WHAT'S IN A COMBO?

Setting up combo effects—by combining a move with an ability, second move or held item—is an advanced way to dominate in battle. Some are easy to discover as you read move and ability descriptions on pages 166-173. Others are more elusive, so be creative.

COMBO EXAMPLES

Aside from weather-related combos, which pair in well-known ways, many more combos fly under the radar screen. You might be the first to invent them. Inspire yourself with a few examples.

DOUBLE-EDGE + ROCK HEAD

The Double-Edge move inflicts huge damage but has a bad aftereffect: it hits the aggressor with one-third of the attack damage. If a Pokémon has the Rock Head ability, however, it won't suffer any!

OVERHEAT + WHITE HERB

Every time a Pokémon uses the Overheat attack, its Special Attack will drop dramatically—and thus reduce Overheat's damage on successive turns. Prevent stat loss with the held White Herb item.

ENDURE + SALAC BERRY + REVERSAL

The lower the attacker's HP, the greater Reversal's damage will be—so a Pokémon will wow crowds with Reversal if its own health hits 1 HP. Prep a big comeback with Endure and a Salac Berry.



Use Endure first, especially when your Pokémon is facing overwhelming battle odds. Endure will guarantee that it will survive the next wave of damage with 1 Hit Point—so hope for a KO. When its HP drops, the Pokémon will likely decide to use its Salac Berry, which raises a Pokémon's Speed only when its HP is low. That should set up your Pokémon for a first-strike hit with the amped-up Reversal attack.

BELLY DRUM + REST + CHESTO BERRY

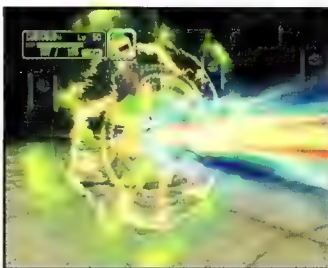
When a Pokémon uses the Belly Drum move, its Attack stat will skyrocket to the maximum possible value. The downside: It will lose half of its HP. Overcome the problem by using the Rest move (TM44), which restores all HP but puts your Pokémon to sleep. If your Pokémon's holding a Chesto Berry, however, it'll use the held item to wake up immediately. It's a fiendish combo!

WEATHER INFLUENCE

Most moves that let you enhance or change the weather will help you raise the power of certain attack types. Sunny Day's intense sunshine, for example, will increase Fire-type damage. But many weather moves also bring out the best in numerous related moves.

SUNNY DAY + SOLARBEAM

Under normal conditions, the Solarbeam attack requires one turn to charge up before doing brilliant damage on the second turn. If you use Sunny Day first, you'll put Solarbeam into overdrive.



When either side uses Sunny Day, the whole battlefield is drenched with intense sunlight, which pours extra power into Fire-type moves. Sunny weather will also make the Solarbeam attack work every turn—with no charging up required!

SANDSTORM + SAND VEIL

Sandstorm will summon a gritty maelstrom, which damages Pokémon on both sides every turn, unless they're Rock-, Steel- or Ground-types. A sandstorm also makes the Sand Veil ability useful.



When a Pokémon has the Sand Veil ability, it will automatically get an evasion boost during a sandstorm. If you get a Pokémon with Sand Veil, find a TM 32 to teach it the Double Team move. (If your Pokémon also uses the evasion-raising Double Team, it'll be nearly untouchable in battle.)

RAIN DANCE + THUNDER

Rain Dance will bring a rainstorm onto the battlefield, thereby raising Water-type damage for all attacks. A storm will also boost the Accuracy of the Thunder attack so high that no foe can avoid it.



Even if a Pokémon uses moves like Double Team to raise its evasion to can't-hit heights, it still won't be able to avoid damage from a Thunder strike during a rainstorm.

INS AND OUTS OF SWITCHING

At the beginning of each turn, you can switch out a Pokémon for another on your team. You'll forfeit an attack opportunity, but making offensive and defensive switches is core to a savage strategy. Make sure that you have the switching basics mastered.

THE DEFENSIVE SWITCH

Always keep the defense of your in-play Pokémon in mind—and the battle chart on page 4 close at hand. If the opposing Pokémon has an attack type that trumps your Pokémon's type, switch it out for one that has the necessary resistance. Of course, it's hard to know which move types an opposing Pokémon has until it uses them, but you can assume—at least with higher-level Pokémon—that it'll have at least one powerful move that matches its own type.



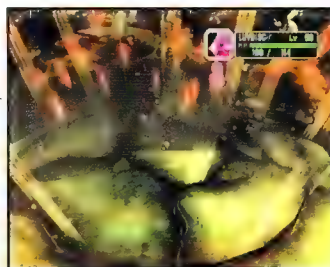
If you judge a book by its cover, you can assume that the Ground-type Donphan will have at least one Ground-type move.

IF YOU SWITCH TO A FLYING-TYPE POKÉMON



If you have a Pokémon whose type is vulnerable to Ground-type moves, switch it out with one of your Flying-type Pokémon, which are immune to all Ground-type attacks.

IF YOU SWITCH TO A WATER-TYPE POKÉMON



If you have a Water-type Pokémon that has more powerful attacks than your Flying-types, you'll need to make a tough decision. Water-types will get hit by Ground-type attacks, but since they aren't weak to such attacks, at least they won't suffer double damage. That fact might give them time to deliver their powerful attacks.

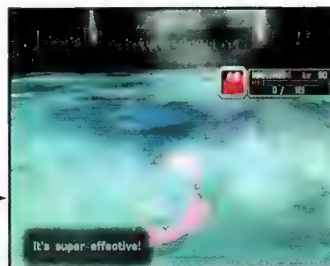
THE OFFENSIVE SWITCH

Making switches that maximize your strike power requires no guesswork. If you see a Pokémon and know its type (or look it up on pages 174-176), you'll know exactly which attacks will score type-trumping damage multipliers. If your attacking Pokémon can't exploit the situation, bring out a Pokémon with the attack types that can—before your foe realizes his weakness!



If your foe puts a Fire-type Pokémon on the field and you've sent in a Roselia that has no Water-, Ground- or Rock-type moves, you'll want to switch your Pokémon fast!

IF YOU SWITCH TO A POKÉMON WITH WATER-TYPE MOVES



If you put a Pokémon with Water-type moves onto the field, it'll drown the Fire-type Pokémon with double damage. Even better, if you put out a Water-type with Water-type moves, your Pokémon will score the same-type 1.5x multiplier. In addition, you'll probably benefit defensively from the swap, since a Fire-type Pokémon probably has Fire-type moves.

IF YOU SWITCH TO A POKÉMON WITH FIRE-TYPE MOVES



Sometimes it's worth considering switching in a Pokémon whose move types won't score big damage—if it has a move that will inflict a great secondary effect. If you use Fire-type moves to fight a Fire-type Pokémon, you'll score little damage, but if you inflict a secondary Burn condition, you'll deliver ongoing residual damage, plus Attack-stat reduction! It's a big risk, though.



DOUBLE BATTLE TECHNIQUES

Double Battles play the most prominent role yet in *Pokémon Colosseum*. Story mode's battles are all Double Battles, so bone up on the advantages and pitfalls of the two-on-two fights. Combos take on greater importance in Double Battles—master them.

DOUBLE BOLSTER

One strategy for pairing Pokémon is to cover each other's back. For instance, Electric-type Pokémon have only one weakness—Ground-type attacks. If your foe strikes with such attacks, they're probably delivered by Ground-type Pokémon—which are vulnerable to three attack types. Pair your Electric-type appropriately!



You'll have backup for your Electric-type Ampharos if you partner it with a Pokémon that has Water-, Grass- or Ice-type attacks—like Pelipper with its Hydro Pump move. If your opponent puts out a Ground-type with Ground-type attacks, Pelipper can swab the deck with the would-be aggressor.

SIDEKICK ASSISTS

Some battle moves boost a partner's attacks directly or improve battle conditions for both onfield teammates. A few, like Helping Hand, cause their effect only in Double Battle. Others, such as Water Sport and Mud Sport, are twice as useful in a two-on-two battle because they cover both of your onfield Pokémon.

Helping Hand



The Helping Hand move works only in Double Battle since it raises the damage that the Pokémon partner inflicts. Helping Hand is one of the most versatile Double Battle assists, because it works with all attacks made in tandem.

Water Sport & Mud Sport



The Water Sport and Mud Sport moves splash the battlefield and reduce the attack damage of Fire- and Electric-type attacks, respectively. The moves make the field far safer for many Pokémon types to stay in play with less fear of getting KO'd by supereffective type-strikes.

BACKUP ABILITIES

You'll see abilities come into play more often in Double Battles. Some combos work more quickly when a partner sets up the move, such as the Sandstorm-Sand Veil combo (see page 10). And many abilities, like Lightningrod, work only in a Double Battle or have effects that benefit both partners, such as Intimidate.

LIGHTNINGROD

Electric-type attacks are a major pain for Water- or Flying-types, and many of the moves paralyze Pokémon. Pokémon that have Lightningrod are a boon in Double Battle, because they draw Electric-type moves away from their partner.



Many Rhydon have the Lightningrod ability. Since they're Ground-and-Rock-type Pokémon, they don't suffer any damage or effects from Electric-types. That makes Rhydon a must-have partner in any Double Battle against Electric-types. But the dual-type Pokémon is an especially great sidekick for Water- or Flying-types—and doubly so for a dual-type like Pelipper!

INTIMIDATE

The Intimidate ability hacks down the Attack stat of opposing Pokémon in all battles. But Intimidate is especially potent in Double Battles, since it will weaken *both* of your foe's onfield Pokémon, which benefits both of your defending Pokémon.



If one of your Pokémon has a low Defense stat, protect it with a sidekick that can Intimidate the opposing duo into having weaker Attack stats. Or pair two Pokémon that possess Intimidate to mow down the other side's Attack stats twice as much.



WIDE-AREA ATTACKS

In Double Battle, many moves affect both defending Pokémon on the field—and some explosive attacks even engulf your attacking Pokémon's sidekick! Exploit wide-area attacks whenever possible to spread out damage, status effects and stat-drops. Consult the battle lists on pages 166-172 to see if a move casts a wide effect.

ATTACKS WITH STATUS EFFECTS

When your Pokémon strikes with a wide-area attack, the move's Accuracy applies to each defender. If a move has a secondary status effect, it has a separate probability of connecting with each foe.

EFFECT	MOVE	EFFECT AC
BURN CONDITION	HEAT WAVE	10
FLINCH CONDITION	ROCK SLIDE	30
	TWISTER	20
FREEZE CONDITION	POWDER SNOW	10
	BLIZZARD	10
REDUCED ACCURACY	MUDDY WATER	30
REDUCED DEFENSE	ACID	10
REDUCED SPEED	BUBBLE	10
	ICY WIND	100

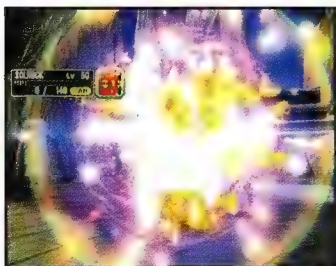
WIDE-AREA SUPPORT MOVES

Double Battle support moves improve both attackers' standing or hit both defenders with a special effect. Moves marked with an asterisk below work automatically—no Accuracy check required.

MOVE	EFFECT
AROMATHERAPY*	Heals all conditions of all in your party
GROWL	Lowers foes' Attack by one level
HAZE*	Returns your and foes' stats to normal
HEAL BELL*	Heals all conditions of all in your party
IMPRISON	Prevents foes from using your Pokémon's four moves
LEER	Lowers foes' Defense by one level
LIGHT SCREEN*	Halves damage from foes' special attacks for five turns
MIST*	Prevents stat reduction
REFLECT*	Halves damage from foes' physical attacks for five turns
STRING SHOT	Lowers foes' Speed by one level
SWEET SCENT	Lowers foes' evasiveness by one level
TAIL WHIP	Lowers foes' Defense by one level

EARTHQUAKE & EXPLOSION

Explosion and Earthquake affect three Pokémon: the two opposing Pokémon and the attacker's sidekick. Use the moves as a last resort—or partner carefully to avoid the collateral damage.



If you're using the Normal-type attack Explosion, partner the attacker with a Ghost-type, which is invulnerable to Normal-type attacks. If you're triggering an Earthquake, which is a Ground-type move, partner the attacker with a Flying-type Pokémon.

COMBOS IN TANDEM

Combos are useful in Single Battle; they're nearly mandatory in Double Battle, because you can serve up a two-move effect in one turn. Combos like Sunny Day-Solar Beam (see page 10) become a powerful first-turn assault—it's almost unfair. Certain moves make unique combos possible only in Double Battle.

GUTS + TOXIC + FACADE

The Guts ability multiplies a Pokémon's physical attack strength by 1.5 when it's suffering from a status condition. When Guts is used in conjunction with the Toxic and Facade moves, possible only in a Double Battle, the Pokémon will become a frightening juggernaut.



Instead of turning Toxic on a foe, your Pokémon must strike its Guts-enabled partner with the move. Toxic has the highest Accuracy of all poisoning moves, so your Guts-y Pokémon will likely get the physical attack multiplier. Then the amped-up Pokémon should come out swinging with the Facade attack, because the move causes double damage when the attacker is poisoned. It's ingenious.

BELLY DRUM + PSYCH UP

The Belly Drum-Psych Up combo is a devious way of raising your onfield duo's Attack stats to great heights. The first Pokémon uses Belly Drum to raise its Attack stats to the highest possible value, then its partner targets the strengthened sidekick with Psych Up.



The stat-raising Belly Drum has a major drawback: it halves the Pokémon's HP. Fortunately, when its partner uses Psych Up, it will get all the benefit without any downside—and get its own Attack stats raised to the maximum possible value.

FOLLOW ME + FOCUS PUNCH

Focus Punch can cause a massively damaging wallop if it connects. That's a big if, because the move also forces the attacker to move last. And if it's hit by attacks before it punches, the attacker flinches and loses its turn. Circumvent the downside with Follow Me.



If your other onfield Pokémon uses Follow Me, it'll draw both incoming attacks to itself. So the punching Pokémon won't be hit, flinch and lose its turn. The combo is a sneaky way to sucker punch your opponents. (If you use the combo after you use the Belly Drum-Psych Up combo, you'll serve up a knuckle sandwich your foe will never forget!)



BUILD THE PERFECT TEAM

Attack multipliers, status conditions, stat meddling, combos—there's quite a bit to consider when constructing the perfect team for every occasion. First and foremost, however, you must balance your team's types before you think about adding in dazzling fightin' footwork.

STRIKE FROM A FIRM FOUNDATION

Your team's Pokémon might have the most savage moves available. They might be able to set up combos the likes of which the world has never seen. They might be able to raise their stats to nosebleed heights and yank their opponents' stats out from under their feet. But if your team members don't have type diversity and can't watch out for each other's type weaknesses, your team will quickly be picked off, one by one. Always build your team on a firm foundation—a balance of types. The sample teams below will help you guide your team's formation.



BALANCED TEAM

The team below will be hard to penetrate. The Fire-type Ninetales and Ground-type Sandslash are weak against Water-type attacks. But Grass-type Bellossom and Water-and-Psychic-type Starmie are resistant—so you can swap them out if Ninetales and Sandslash are threatened by a deluge of Water-type strikes. Similarly, every Pokémon on the team below has other Pokémon weaknesses covered. It's a finely balanced team.



NINETALES
FIRE



BELLOSSOM
GRASS



SANDSLASH
GROUND



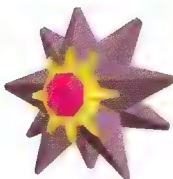
METAGROSS
STEEL-PSYCHIC



NOSEPASS
ROCK



CAMERUPT
FIRE-GROUND



STARMIE
WATER-PSYCHIC



DODRIO
NORMAL-FLYING



MANECTRIC
ELECTRIC



SWALOT
POISON



AMPHAROS
ELECTRIC



CORSOLA
WATER-ROCK

OUT-OF-WHACK TEAM

Though the Pokémon below form a type-diverse bunch, they make a team with a glaring weakness. A Ground-type attack is effective against all of them—consult the battle chart on page 4 to see why—and will grind down each Pokémon superfast. Many of the Pokémon below tend to have some of the most powerful attacks possible, but they won't last long enough to use their megapowers.



STORY MODE



STORY MODE: A WHOLE NEW WORLD

Story mode's role-playing game is a world apart from the Game Boy games. Set in the new Orre region, the game breaks as many Pokémon traditions as it honors. Think you know Pokémon? Read on to find out what it takes to survive in Orre!

RESCUE MISSION

In the arid Orre region, the chances to catch wild Pokémon have dried up, so Team Snagem crooks steal them from Trainers. As the hero, you'll turn the thugs' tricks back on them—and travel in search of opportunities to Snag and rescue abducted Pokémon.

Speed across the Map



In previous Pokémon games, you walked the routes between towns. In Story mode, you'll instead select an Orre map destination, watch a cut scene of your speeding there on your desert cycle, then appear at your destination. You won't know all map spots at first. As you learn about new locations, more travel opportunities will open up.

Blaze through Double Battles



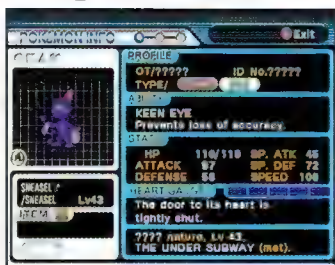
Trainers are everywhere in Orre—on the streets and inside buildings. Crooks and egomaniacs will usually pick a fight with you on sight; honorable Trainers generally wait for you to approach them. For the first time in a Pokémon game, all battles are Double Battles. Bone up on your tandem strategy—see pages 12 and 13.

Snag the Shadow Pokémon



In Story mode, you'll launch Snag Balls at your foe's Pokémon to Snag them from the battlefield. You can play such a dirty trick only when a Pokémon is surrounded by a purple aura. That's the sure sign that it's been turned into a Shadow Pokémon, a breed that has been tainted by criminals. You'll fight many battles, but the Shadow Pokémon are few and far between. Save them all if you can.

Purify Each Pokémon



You'll soon learn that the crooks have used technology to separate Pokémon from their true natures—turning them into battle machines. After you Snag a Shadow Pokémon, you must purify it using a variety of techniques (see page 20). After you reopen the door to the Pokémon's heart, it'll revert to its former self and possess all of its moves.

THE MENU SYSTEM

Press X, Y or the Start Button to activate the menu system, which helps you manage your traveling Pokémon party, keep your ever-updating data organized and access the key items, Technical Machines and other useful things in your inventory.

POKÉMON SUBMENU

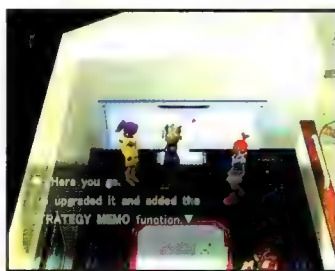
You can carry only six Pokémon with you at a time, and you'll use the Pokémon submenu constantly to check their stats and moves, plus manage their attack order and give them held items.



When a Double Battle begins, the two leftmost Pokémon hit the field as the starting duo. If either of them has a Faint condition, the top Pokémon on the right joins the duo—and so on down the list. When you finish a battle in which some of your Pokémon have fainted, reorganize your lineup so you put your best foot forward at the start of your next battle.

P★DA SUBMENU

The Pokémon Digital Assistant (P★DA) holds your e-mails and tracks the Snag status of all Shadow Pokémon that you've met. You can also add another important feature, the Strategy Memo.



Speak with the teacher at Pre Gym in Phenac City to get the Strategy Memo installed on your Pokémon Digital Assistant. When you return to the teacher, you'll update your Strategy Memo with info about every new Pokémon that you've met since last you spoke to her. The Strategy Memo lists each Pokémon's type—essential for battle strategy.

ITEM SUBMENU

The Item submenu lets you use regular items on Pokémon or at key locations, give a held item to one of your Pokémon or use TMs to teach your team new moves.



If you want to send an item from Story mode to one of the Pokémon games on the Game Boy Advance, have a Pokémon hold the item, then trade the courier Pokémon to the GBA game.

POKÉMON RECOVERY

If all six Pokémon on your team faint, you'll lose the battle—and forfeit half of your savings to the victor. Avoid battling a Pokémon into oblivion repeatedly—it'll dislike you more and more. Heal Pokémon during and after battle to avoid such scenarios.

POKÉMON CENTERS & HOTELS

Pokémon Centers have long been a source of support for Trainers—they're where you can ask an attendant to recharge your Pokémon to full health and cure their status ills for free. In the Orre region, you'll have more options at your disposal.



In Orre, you'll often be able to walk up to a Pokémon Restoring Machine and use it yourself, and many of the machines are in unusual places. If you can't find a Pokémon Restoring Machine, seek a hotel. You'll have to pay for the opportunity to restore your Pokémon, but it's better than battling your team into complete exhaustion.

USE ITEMS IN AND OUT OF BATTLE

You can use items to heal damage and cure status conditions between battles or during a fight. If you heal a Pokémon during a clash, however, you'll forfeit its move. The best items are scarce, so battle smart to avoid using them needlessly.

ESSENTIAL CURATIVES

LEMONADE (COST: 350)

Restores 80 HP

You can buy Lemonade only in The Under. It's a fantastic bargain. Though potions cost slightly less, they heal a mere 20 HP, making them nearly useless during the high-damage battles common in The Under. Stock up on Lemonade when you can. It's the mid-adventure drink of choice.

FULL HEAL (COST: 600)

Cures all status conditions

Full Heal is a versatile item because it cures all status conditions. It's more expensive than any single-status curative, but you should still invest in a healthy handful of them. You'll spend less overall, because you won't need to purchase excess stock of each curative to cover your bases.

FULL RESTORE (COST: 3,000)

Cures all status conditions and restores all HP

Full Restore is also on sale only in The Under. Buy a few if you can afford the splurge. It's one of the most powerful curatives you can buy—it wipes away all status conditions and heals all damage. Full Restore is a last resort since it's so expensive, but you should never be without one.

PC: SAVE AND STORE

In the GBA games, you could save at any point in your travels. In Story mode, however, you must seek out the nearest PC to save. As with the GBA games, the PC holds your extra Pokémon and excess items—return to it to change your traveling party and inventory.



Longtime Trainers are used to finding PCs in Pokémon Centers and other friendly locations. In Story mode, you'll also find them behind enemy lines. When you're deep in the heart of an enemy base, you'll be thankful for the chance to change your party before you face a boss Trainer.

POKÉMON STORAGE

If you Snag a Pokémon when your traveling party has six members, your addition will go directly to Pokémon Storage. You can access stored Pokémon only by using a PC.



Don't let your lower-level Pokémon languish on the PC. You might be tempted to purify a core team of six Shadow Pokémon, then level them up to terrifying heights. But you'll need the majority of your Pokémon to defeat all of the boss Trainers along the way to the climactic final fight. Return to the PC often to rotate your Pokémon into your experience-earning team.

ITEM STORAGE

With all of the items that you can find and buy, your traveling inventory will soon fill up. Don't clutter it with nonessential items; transfer them to a PC when you reach one.



If you find an item when your inventory is full, it will be transferred automatically into Item Storage on the PC. You may want to maintain space in your inventory, however. In some hostile areas, you'll have to backtrack a long way to find the nearest PC.

SAVE

You can save your game only at a PC. When you see a PC, save even if you're not done playing—it's critical if you want to Snag as many Shadow Pokémon as possible. If one slips through your grasp, you might not meet it again until much later in the game, so restart from your last save and try again. You'll lose all progress since your last save, but you'll gain something more precious: a second chance to Snag a Shadow Pokémon.



SNAG AND SAVE 'EM ALL

Wild Pokémon no longer exist in Orre, so Team Snagem thugs see them as a rare commodity—to be stolen from their owners. You'll need to Snag back the abductees and clear their tainted status to save them from their terrible fate.

SNAG TECHNIQUE

Snagging a Shadow Pokémon in Story mode is similar to catching wild Pokémon in the GBA games. But you can Snag only Shadow Pokémon, those with a sinister purple glow. And you must wear them down carefully to increase the chance of success.



When a Shadow Pokémon enters battle, it'll be surrounded by a purple glow. It's hard to miss. During battle, however, the glow goes away. But there's still a sign—a Shadow Pokémon's name and remaining hit points will be outlined in purple.

Step 1: Weaken the Pokémon



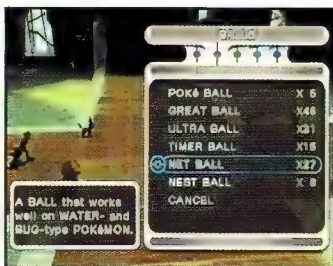
Before you throw a Snag Ball at a Shadow Pokémon, wear down its hit points as close to zero as possible to increase your chances of Snagging it successfully. Read step 2, however, before you think about whittling down its HP too far. There's a complication when catching Shadow Pokémon: they hurt themselves, too.

Step 2: Inflict a Status Condition



You'll improve your odds if you afflict your target with a status condition, especially Sleep. There's an additional reason to inflict a move-restraining status: Shadow Pokémon frequently use the new Shadow Rush attack, which causes a self-damaging backlash. If you reduce its HP too much and it then attacks with Shadow Rush, it will likely knock itself out—and slip out of your grasp.

Step 3: Pitch the Best Poké Ball

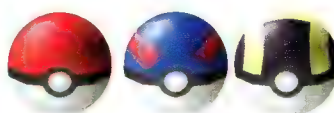


The Snag Machine turns any kind of Poké Ball into a Snag Ball. Load the machine with the Poké Ball that will improve your chances of capturing the Shadow Pokémon at hand.

POKÉ BALL PRIMER

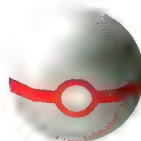
You can turn any kind of Poké Ball into a Snag Ball. Because Orre has few low-level Pokémon, you'll find that a basic Poké Ball loses potency early in your travels. Don't risk losing a rare Shadow Pokémon by throwing out a cheap Poké Ball.

Poké Ball/Great Ball/Ultra Ball



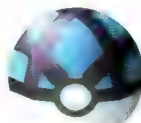
A basic Poké Ball is better than nothing, but you should switch to Great Balls as soon as you can, since they improve your Snag odds. Buy Ultra Balls as soon as you can afford them. They'll increase your chances even more.

Premier Ball



You'll sometimes receive a Premier Ball as a thank-you for buying a lot of goods at once. They're as effective as a basic Poké Ball (not very). Why would you want to use a Premier Ball? Pure style—if it Snags a Pokémon, you'll see its silver flair every time you pitch the Pokémon into battle later on.

Net Ball



Hurl a Net Ball when you're trying to Snag a Bug-type or Water-type Pokémon. Your odds will improve. If you can't tell what a Shadow Pokémon's type is, consult pages 174-176 before you choose which Poké Ball to use.

Nest Ball



The Nest Ball is fantastic for Snagging low-level Pokémon. You won't find many low-level Pokémon in Orre, however. Keep a few handy just in case, but don't risk losing a Shadow Pokémon by throwing out a Nest Ball simply to clear your inventory.

Timer Ball



When all else fails but you don't want to resort to using a Master Ball, consider lobbing a Timer Ball. Its odds of Snagging a Pokémon increase as the battle draws on. If you can prolong battle for dozens of turns—quite a chore—you just might Snag an especially elusive Shadow Pokémon.

Master Ball



The Master Ball Snags its prey without fail. But you should throw one to Snag only a Shadow Pokémon that you can't live without. You'll find only one Master Ball in Orre. Don't waste the high-powered ammunition.



SHADOW POKÉMON

Something terrible—and powerful—happens to a Pokémon when it's turned into a battle machine. As a Shadow Pokémon, it's steeped in shades and divided from its nature, and, worst of all, it develops the Shadow Rush attack. The consequences are rough.



Throughout the long process of purifying a Shadow Pokémon, you'll see its remaining taint reflected in its five-bar purple meter. Until you fully purify the Pokémon, its life won't be back to normal—and its use to you will be limited.

SHADOW POKÉMON RESTRICTIONS

As long as a Pokémon in your possession retains its Shadow status, it will have unusual characteristics. The Shadow Pokémon:

- Won't level up or evolve
- At first, will perform only the Shadow Rush attack for you
- Can't learn new moves from TMs
- Won't desire a nickname
- Can't be entered into Phenac Stadium battles
- Can't be registered as part of a six-Pokémon team for Battle mode
- Can't be traded to the Pokémon GBA games

SHADOW RUSH & HYPER MODE

The Shadow Rush attack subverts the 17-type battle system. It works equally well against all Pokémon types—resistance, vulnerability and immunity don't come into play. Shadow Rush basically makes the Shadow Pokémon into a battering ram, and it often injures itself on impact. When a Shadow Pokémon is in the service of another Trainer, it'll use other moves in addition to Shadow Rush. But when you first Snag it, it will have only the Shadow Rush move. Every time you command it to use the attack, it has a chance of going into Hyper mode.

HYPER MODE: PROS AND CONS

Though a Shadow Pokémon in Hyper mode can be a handful, it also brings a powerful presence to the field. It:

- Will desire to use only the Shadow Rush attack; may disobey if you command it to use one of its other moves
- Has an extremely high chance of scoring a critical hit with Shadow Rush
- Can't benefit from items, such as those that heal damage or status effects



PURIFICATION STAGES

As you purify a Shadow Pokémon (see the next page), its purple taint meter will wear down. At each meter threshold, the Pokémon will remember more of its former self.

No Steps Reached



Until its taint dips below the first threshold, a Shadow Pokémon won't reveal any of its normal moves to you. You can command it to use only its Shadow Rush attack.

Stage 1



When the meter dips just under the first threshold, the Pokémon will reveal one move for use in battles. Take advantage of the move—you'll have to purify the Pokémon to Stage 3 before you gain a second one.

Stage 2



The Pokémon will earn experience starting with Stage 2. It won't benefit from experience until fully purified, but better late than never. During Stage 2, it will also reveal its nature, which indicates what purification method is best.

Stage 3



When a Shadow Pokémon reaches Stage 3, it will reveal a second move that you can use. The move is often a powerful one, so it's worth your while to keep working with the Pokémon until it reaches Stage 3.

Stage 4



At Stage 4, you'll have the best of both worlds in your Shadow Pokémon. It will open a third move to you, and it's usually even more stunning than the second move. Three moves plus Shadow Rush—that's a powerful Pokémon!

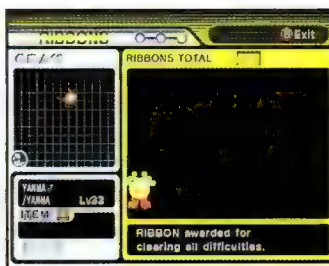
Stage 5



You might be tempted to maintain a Pokémon's tainted status until you beat the criminals behind the Shadow Pokémon crimes. But when you wear its taint down to nothing, you can purify the Pokémon completely.

FINAL PURIFICATION

When every trace of taintedness is gone, you can purify the Pokémon at the Relic Stone (see page 32). It'll lose Shadow Rush, gain its fourth move and benefit from its experience.



Final purification is a spectacular event that will unleash your Pokémon's full potential to use its moves and benefit from experience. For all of its hardship, your Pokémon will also earn a special ribbon—and it'll want a nickname at long last. Last but not least, all of the Shadow Pokémon restrictions will also fall by the wayside. For example, you'll finally be able to take it into Battle mode on a fully purified team!



PURIFY ON THE FLY

You can wear down your Shadow Pokémon's taint meter in five ways. Its nature—which isn't revealed until Stage 2—determines how quickly the Pokémon will respond to each method. Until Stage 2, observe how fast (or slow) each of the methods benefits the Pokémon, then make your best guess.

1 USE IT IN BATTLE

Under your care, your Pokémon will lose some of its taint every time you use it in battle. When it hits the field, you can catch a split-second glimpse of how far its meter drops.

2 CALL IT BACK FROM HYPER MODE

When the Shadow Pokémon enters Hyper mode, use the Call option instead of commanding it to make a move. It will forfeit its attack, but you'll see its corruption drop as it comes to its senses.



When you call your Pokémon, it will leave Hyper mode. If you're in a jam, you may want to wait before calling it and exploit Shadow Rush, which scores more critical hits during Hyper mode. The Pokémon will stay in Hyper mode in all battles until you call its name or it faints. Even refreshing it at a Pokémon Restoring Machine won't clear its Hyper mode. You can also call a Pokémon's name to wake it from a Sleep condition.

3 INCLUDE IT IN YOUR PARTY

Simply including a Shadow Pokémon in your team and walking with it has a good influence on its taint meter—most of all if the Pokémon has a Bold or Naughty nature.

4 CHECK IT INTO POKÉMON DAY CARE

The Pokémon Day Care (see page 32) doesn't have a breeding capacity like those in the GBA games. If you check a Shadow Pokémon into the facility, however, it will lose its taint over time.

5 USE COLOGNE MESSAGE

Later in your adventures, you'll gain the Cologne Case, in which you can store three kinds of Cologne Massage scents that Pokémon enjoy. They're expensive but can be very effective.



You can get the Cologne Case from a young woman in Agate Village after you defeat Dakim at Mt. Battle. You can then purchase the one-time-use scents at the Pokémon Mart in the same village.

NATURE'S EFFECT ON SHADOW POKÉMON

NATURE	METHOD				
	1	2	3	4	5
ADAMANT	+	-	+	=	-
BASHFUL	--	=	-	+	++
BOLD	+	-	++	=	--
BRAVE	++	-	+	-	-
CALM	+	=	=	+	+
CAREFUL	-	=	-	+	+
DOCILE	-	++	=	-	=
GENTLE	--	=	-	++	+
HARDY	+	=	+	--	=
HASTY	++	=	-	--	+
IMPISH	++	=	+	--	-
JOLLY	+	=	=	--	+
LAX	=	-	+	-	+
LONELY	--	+	+	--	++
MILD	-	-	-	+	++
MODEST	-	=	-	++	=
NAIVE	=	=	+	-	=
NAUGHTY	+	-	++	-	-
QUIET	=	=	=	=	=
QUIRKY	++	-	--	++	-
RASH	-	=	=	=	+
RELAXED	-	-	-	++	+
SASSY	++	--	+	-	=
SERIOUS	=	+	=	=	-
TIMID	--	+	--	++	+

Hyper mode effect: Nature also affects whether a Shadow Pokémon is more or less likely to fall prey to its own Hyper mode when it uses Shadow Rush. Natures listed in red are more likely; those in blue are less likely.

++	Method is extremely effective
+	Method is very effective
=	Method is effective
-	Method isn't as effective
--	Method is barely effective



RAISING YOUR POKÉMON

After you fully purify a Pokémon at the Relic Stone (see page 32), you'll have a lively Pokémon on your hands, ready for you to guide its growth and learn new moves as it gains experience. How you raise your Pokémon makes a big difference in its development.

LIVE, LEARN & GROW

A Pokémon will gain a level when it fills its battle experience meter. When a Pokémon participates in a fight against an opposing Pokémon, however briefly, it'll gain an equal share of experience points from the victory (unless a team Pokémon is holding the Exp. Share item, which siphons more than the usual share).



To help a Pokémon reach a new level, use it frequently in battle. You can also feed it a Rare Candy, though you should save the scarce treats to raise the level of high-level Pokémon, because it takes proportionally larger amounts of experience to increase a Pokémon's level as its level rises.

DEVELOP NEW MOVES

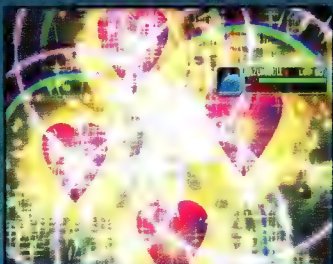
A Pokémon will learn a new move when it reaches a certain level, and the move is generally more powerful than those learned at lower levels. New moves' higher power may stem from brute damage (higher Basic Attack power), better special effects, improved Accuracy or even greater combo-effect potential.



A Pokémon can know only four moves at a time. You'll need to select an old move for it to forget—or pass up a learning opportunity. Choose carefully. As the Pokémon gains levels (and stats), old moves may deliver stronger damage or connect to later learned moves for interesting combos. Of course, new moves tend to be more obviously powerful.

FRIENDSHIPS & CHILLY RELATIONSHIPS

Pokémon can like you or not like you much. If a Pokémon knows Return (TM27), it will deliver a stronger attack the more your friendship grows. If it uses Frustration (TM21), its damage will be greater the less it likes you. To develop a friendship with a Pokémon, walk with it often, avoid letting it be KO'd in battle and give it stat- and level-raising items. Don't use items from the Herb Shop (see page 36).



EVOLUTION

At a specific level, some kinds of Pokémon evolve, which may bring stronger stats and other benefits. If you don't evolve a Pokémon, however, it is likely to learn moves sooner. But some evolved Pokémon learn moves that their pre-evolved forms don't. Study all evolution benefits in the Pokédex (pages 137-160).



Quilava's evolution to Typhlosion shows the usual advantage of Pokémon evolution: many of its stats make a quantum leap. Typhlosion will have to wait until it reaches higher levels than Quilava to learn advanced moves (see below).

CANCELING AN EVOLUTION

Always know the level at which your Pokémon will try to change, and know its evolution advantages and disadvantages so you can make a snap judgment when the time comes. If you're at a point in your quest that you need Quilava's Flamethrower move quickly instead of Typhlosion's higher stats, you'll have only seconds to make your decision.

Quilava

LEVEL	MOVE
42	SWIFT
54	FLAMETHROWER



Typhlosion

LEVEL	MOVE
45	SWIFT
60	FLAMETHROWER



If you want to cancel the evolution, press and hold B until you see that your Pokémon has stopped trying to change. Thereafter, every time it reaches the next level of experience, it will attempt to evolve—and you'll need to make the choice again.



GAMEPLAY CHECKLIST

The criminal conspiracy in Orre will lead you back and forth across the world map many times as you stumble upon new leads and new locations. If you're dizzy from the whiplash-inducing travel, reorient yourself by finding your last completed objective on the checklist below, then continue on your travels.

OUTSKIRT STAND

PG. 24

- ☐ Explore the stand, then step back outside to battle with Willie.

PHENAC CITY

PG. 25

- ☐ Defeat the kidnapper in battle and rescue your sidekick.
- ☐ Meet with Mayor Es Cade at his house.
- ☐ Enter Phenac Stadium and learn about the competition already underway. Exit the stadium to meet the Team Snagem crooks and battle one of them.
- ☐ In the Pokémon Mart, hear about the Outskirt Stand's Poké Ball sales.

OUTSKIRT STAND

PG. 24

- ☐ Get five Poké Balls from the salesman.

PHENAC CITY

PG. 25

- ☐ Fight Folly and Trudly in the mayor's house.
- ☐ Defeat Verde, Bluno or Rosso, the Miror B. goons that block your exit through the city gates.

CONSTRUCTION LOT

- ☐ Stop at the site; leave to see Pyrite Town placed on the map.

PYRITE TOWN

PG. 27

- ☐ Speak to the shady Trainer in Pyrite Colosseum about Cail's mysterious Pokémon.
- ☐ Confront Cail and defeat his Pokémon team.
- ☐ Discover the hideout (and controversy) at Duking's home.
- ☐ Learn about the sabotage at the windmill.

CONSTRUCTION LOT

- ☐ Recover the windmill's **Gear** among the site's clutter.

PYRITE TOWN

PG. 27

- ☐ Fit the **Gear** into place at the windmill to restore the colosseum's power, then accept Duking's mission.
- ☐ Win the colosseum competition, then speak to the thug on the bridge to gain entrance to the Pyrite building.

PYRITE BUILDING

PG. 29

- ☐ Defeat two Miror B. goons in the penthouse and rescue Silva.
- ☐ Best the guard of Pyrite Cave.

PYRITE CAVE

PG. 30

- ☐ Discover and defeat Miror B.
- ☐ Rescue Plusle, accept Duking's help then leave Pyrite.

AGATE VILLAGE

PG. 31

- ☐ Talk about Shadow Pokémon in Eagun's House.
- ☐ Defeat Skrub in Relic Forest.
- ☐ Hear about Celebi and the Time Flute from Senilor, who lived close to the shop.
- ☐ Receive the **Small Tablet** from Eagun.
- ☐ Read Duking's e-mail about misdeeds on Mt. Battle.

MT. BATTLE

PG. 33

- ☐ Defeat nine thugs and their boss, Dakim, on Mt. Battle. Then obtain the **F-Disk**.
- ☐ Receive the **Time Flute** from Vander.

AGATE VILLAGE

PG. 31

- ☐ Visit Eagun to discuss the Mt. Battle skirmish.

MYSTERY LAB

- ☐ Receive the e-mail from Duking or Sherles about the captured Miror B. Peons while exploring the lab's perimeter.

PYRITE TOWN

PG. 27

- ☐ Get the **Jail Key** from the police department's table.
- ☐ Unlock the jail cell then take the **Elevator Key** from the sleeping prisoner.



PYRITE BUILDING**PG. 29**

- ☐ Activate the elevator using the Elevator Key.

THE UNDER**PG. 34**

- ☐ Go to the Junk Shop through the hotel, then get the **Powerup Part** from Perr.
- ☐ Give the Powerup Part to Nett and tell your P★DA number to Megg.
- ☐ Defeat Silva's captors near the elevator.
- ☐ Speak to Silva to receive his **R-Disk**.
- ☐ Use the R-Disk to move the UFO to the TV station, then defeat Venus.
- ☐ Chase Venus through the station basement and down the stairs to the subway.
- ☐ Walk through the train, then pick up the **Subway Key**.
- ☐ Ride the train to the lab basement. Pick up the **Maingate Key** then ride back to The Under.

SHADOW POKÉMON LABORATORY**PG. 37**

- ☐ Use the Maingate Key to get past the laser fence.
- ☐ Enter the right door. Trip the left shutter-door switch.
- ☐ Defeat the researcher in Left B1F to get the **Card Key**.
- ☐ Defeat the researcher in Right B2 to get the **Down St. Key** from the desk.
- ☐ Open the locked door by using the Down St. Key.
- ☐ Pick up three **DNA Samples** scattered through the lab.
- ☐ Identify each DNA Sample with the DNA analyzer.
- ☐ Unlock the last door by using the decoded info from the the DNA Samples.
- ☐ Defeat Ein in battle, then take his **Data ROM**.

THE UNDER**PG. 34**

- ☐ Give the Data ROM to Nett.

REALGAM TOWER**PG. 39**

- ☐ Topple four Cipher Admins to get four **ID Badges**.
- ☐ Optional: After you get Eagun's e-mail, return to Agate Village and obtain the **Master Ball** from him.
- ☐ Beat Gonzap, the Team Snagem leader.
- ☐ Defeat six foes in the colosseum. Watch the ending.

PYRITE TOWN**PG. 27**

- ☐ Receive and read e-mail from Secc, then visit him. Defeat Cail and ask him about Shadow Pokémon.

SNAGEM HIDEOUT**PG. 41**

- ☐ Snag the Shadow Pokémon from the Cipher Peon.

THE UNDER**PG. 34**

- ☐ Receive and read e-mail from Secc. Talk to Nett, then find and defeat Gurks and ask him about Shadow Pokémon.

SHADOW POKÉMON LABORATORY**PG. 37**

- ☐ Snag a Shadow Pokémon from the Cipher Peon in the lab.

SNAGEM HIDEOUT**PG. 41**

- ☐ Snag Skarmory from Gonzap (if you didn't upon your first meeting). Beat him then take the **D-Disk**.

THE UNDER**PG. 34**

- ☐ Use the D-Disk to take the UFO down to the Deep Colosseum.
- ☐ Defeat four Cipher Admins to face Deep King Agnol in battle, then Snag his Shuckle.

OUTSKIRT STAND**PG. 24**

- ☐ After you've Snagged 47 Shadow Pokémon, you'll get an e-mail. Follow the instructions to meet the Shady Guy. Snag his Togetic—the 48th and final Shadow Pokémon.

MAP KEY**5**

Numbers on maps point out locations that either are critical to progressing in your mission or hold resources that would be helpful. Multiple numbers at the same location indicate events that occur at different times.

SHOP MART CENTER

The Mart and Shop icons indicate Pokémon Marts and regular shops, respectively. A Center icon shows the location of a Pokémon Center.

PYRITE BLDG
PAGE 29**A**

A location and page number label at a door or gate point to areas beyond the map. A letter in a blue square marks a connection between separate map areas.

TM 27 (RETURN)

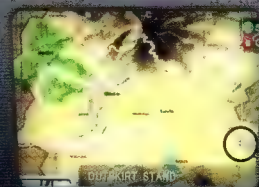
Yellow labels show item locations. Labels attached to a numbered callout indicate that you must enter a building or experience an event to get the item.

QUILAVA**FIRE****MYSTERY TROOP: ROSSO**

Each of the 48 Shadow Pokémon loose in Orre is part of a Trainer's team. You'll find a Shadow Pokémon's Trainer at the location pointed out by the callout. (Three of the Trainers in Phenac City are exceptions: see tip 6 on page 26.) Some Trainers leave their position if they defeat you, so you won't find their Shadow Pokémon at the indicated spot. A boss's Shadow Pokémon is noted in red in boss strategy boxes.

OUTSKIRT STAND

When the epic begins, you'll speed away from Team Snagem's obliterated hideout to a run-down heap where you can load up on items and—most importantly—Poké Balls. Return to the Outskirt Stand and stock up on the Snag-enabling essential often.



1 STARTING OUT

Enter the café and hear the TV report, then battle Willie, a fellow Trainer, when you leave the train. It's your first chance to use your starting duo, Espeon and Umbreon. After you beat Willie, Phenac City will appear on the field map as a destination.



Espeon can hit with a strong Confusion attack thanks to its high Special Attack, plus it can lend its Helping Hand to raise its partner's strike power. Umbreon will suffer less damage from foes with its great Defense and Special Defense. It can withstand any kind of onslaught better than Espeon.



2 poké BALL MONOPOLY

The shopkeeper sells basic supplies when you first meet him. When you bring your sidekick to the shop, she'll ask him if he stocks Poké Balls. He'll bring some out from storage, give you five and sell them (plus Great Balls) thereafter—then add more varieties later.

SHOP	
ANTIDOTE	100
AWAKENING	250
BURN HEAL	250
FULL HEAL*	600
GREAT BALL*	600
ICE HEAL	250
NEST BALL**	1,000
NET BALL**	1,000
PARALYZE HEAL	200
POKé BALL*	200
TIMER BALL**	1,000
ULTRA BALL**	1,200

* On sale after you receive the five free Poké Balls from the shopkeeper

** On sale after you receive your first e-mail from Duking



PHENAC CITY

The stately oasis brims with water and good cheer—in stark contrast to the wasteland outside its gates. It's also home to the first two Shadow Pokémon that you can Snag, one of which will require that you make a major choice.



MART (FIRST FLOOR)

ANTIDOTE	100
AWAKENING	250
BURN HEAL	250
FULL HEAL	600
ICE HEAL	250
PARALYZE HEAL	200
POTION	300
SUPER POTION	700

MART (SECOND FLOOR)

DIRE HIT	650
GUARD SPEC.	700
X ACCURACY	950
X ATTACK	500
X DEFEND	550
X SPECIAL	350
X SPEED	350

I GAIN A SIDEKICK

When you first enter the city, you'll cross the path of two thugs trying to sneak a sack into town. One of them will battle you. Trounce his Whismur duo with Espeon's Confuse and Umbreon's Bite. After you beat him, the thugs will drop the sack and run off. Open it to rescue the kidnapped girl inside—she'll join your team as a sidekick.



2 MEET THE MAYOR

Check in with Mayor Es Cade. Your new sidekick will fill him in on her recent traumas—from seeing strange Pokémon to being abducted by thugs. Es Cade will start an investigation and tell you to check out the city's Pokémon Stadium in the meantime.



When you approach the mayor's house, an eerie fellow will step outside and say a few mysterious things about your potential, then leave the city through the nearby exit.

3 SKIRMISH AT THE STADIUM

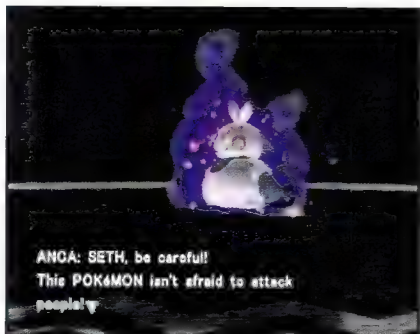
When you first check in at Phenac Stadium, the attendant will say that a competition is underway. Upon leaving, you'll be broadsided by Team Snagem crooks who want the Snag Machine you're carrying. One of them will battle you with his Pokémon—one of which is Koffing. Your Espeon, with its Psychic-type Confusion attack, will trump and take out the Poison-type superfast.

4 PROBLEM WITH poké BALLS

After your sidekick hears that you were a Snagger with Team Snagem, she'll insist that you need to have some Poké Balls. She won't let you leave Phenac City until you get some from the Pokémon Mart—or at least try to. When you learn from store patrons that it doesn't have any but the Outskirt Stand does, you'll be free to skip town.

5 WHEN THE MAYOR'S AWAY

When you go to the mayor's home with Poké Balls, you'll find the crime boss, Miror B., in the house. He'll flee, but crewmembers Folly and Trudly will fight. Consult the battle chart on page 4—you'll see which of your Espeon's and Umbreon's attacks are supereffective against Trudly's first two Pokémon. But Trudly has a surprise.



After you KO one of Trudly's starters, he'll replace it with Makuhita, the first Shadow Pokémon you can Snag. Weaken it, but not with Espeon's Confusion. Since the move's strong against Fighting-types, you might accidentally KO it. After you've weakened the Pokémon, lob a Snag Ball. Don't leave without the Makuhita. It's one of the few Snaggable Fighting-types.

6 SNAG ONE, LOSE TWO

After you've met Miror B. at the mayor's house, his three goons will go to the three city gates to prevent your exit. You need to defeat only one. Choose your opponent carefully, because your selection determines which one of three Shadow Pokémon you can Snag.



The Grass-type Bayleef, the Water-type Croconaw and the Fire-type Quilava are with their Trainers at the west, south and east gates, respectively. You can meet and Snag only one of them, so consider each type's advantages (see the battle chart on page 4) before you decide.

7 FRIENDLY BATTLES

Challenge the two Trainers on the east side of town to get in some early experience. If you defeat Roller Boy Kaib, found in the northeast corner, he'll give you TM 41 (Torment), which prevents an opposing Pokémon from using the same move twice in a row.

8 STUDY UP AT PRE GYM

Visit the lecturer to update your P★DA with the Strategy Memo (see page 16). Then chat with the Gym Leader, Justy, to start a four-Trainer battle. You'll win the White Herb if you defeat them. If you have six Pokémon, you can battle Justy and win TM 27 (Return).

9 PHENAC STADIUM BATTLES

After you get an earful from Cail in Pyrite Town about its local colosseum, you'll be able to enter competitions at Phenac's stadium. There's a hitch: you must register a team of six fully purified Pokémon (see page 32). You can take away great prizes if you win.

BATTLE	PRIZE
FIRST SERIES	TM 18 (RAIN DANCE)
SECOND SERIES	TM 11 (SUNNY DAY)
THIRD SERIES	TM 19 (GIGA DRAIN)
FOURTH SERIES	TM 22 (SOLARBEAM)

Note: In each series, you'll also win a cash prize. In the fifth series and beyond, you'll win only cash prizes.

10 START THE GLOBAL TRADE

After you defeat the final boss (see page 40), the trading station in the Pokémon Center basement will be completed and you'll be able to trade Pokémon to a Pokémon Ruby or Sapphire Game Pak there. Trades are possible only under the following conditions:

- You've gotten the PokéNav in Ruby and Sapphire then saved at a Pokémon Center
- All Shadow Pokémon are fully purified
- Pokémon to be traded are not holding mail or an Enigma Berry
- The trade doesn't involve a Pokémon Egg

PYRITE TOWN

With its aggressive Trainers, crumbling colosseum and abundance of Shadow Pokémon, Pyrite Town holds menace and corruption around every corner—as well as a festering problem far below its surface. Watch your back.



FIELD MAP

SKIPLOOM GRASS FLYING
RIDER: LEBBA



SLUGMA FIRE
ROLLER BOY: LON



QUAGSIRE WATER GROUND
BANDANA GUY: DIVEL



NOCTOWL NORMAL FLYING
RIDER: NOVER



FLAAFFY ELECTRIC
ST. PERFORMER: DIOGO



MISDREAVUS GHOST
RIDER: VANT



SHOP

ANTIDOTE	100
AWAKENING	250
BURN HEAL	250
FULL HEAL	600
HYPER POTION	1,200
ICE HEAL	250
PARALYZE HEAL	200
REVIVE	1,500
SUPER POTION	700

I DUEL SQUARE

Six of the Trainers in the town's center have a Shadow Pokémon. To raise your chance of Snag success, weaken your target with low-damage strikes. Umbreon's Bite works well—except against types vulnerable to Dark-type strikes. You can always dial up Bite's damage by using Espeon's Helping Hand. If you KO your target by accident, you can fight its Trainer again after you visit any building.



You don't need to battle any Trainers to pass through Duel Square. But you should take them on to Snag their Shadow Pokémon. The diversity of Pokémon types will strongly benefit your team's defensive potential. (Over the long run, as you purify them, you'll also gain a wide range of type-based attacks.)



2 STADIUM SHENANIGANS

When you first enter Pyrite Colosseum, you can't register for a competition. One's already under way. Chat up your fellow shut-out to learn that the stadium's winners are awarded a mysterious kind of Pokémon, one that recent victor Cail has received as a prize.

3 CAIL'S SAVAGE FURRET

Cail will barely give you the time of day when you first bump into him, but after you learn about his colosseum prize—a Furret given to him by Miror B.—he'll show it to you in battle. It's a Shadow Pokémon, of course, so practice cautious Snagging technique.

4 VISIT DUKING'S PAD

The burly Duking runs the local colosseum, but he won't be receptive to your needs when you first meet him. The bookcase in his house doubles as a secret door. Open it then visit the kids in the hideout. Leave them and return to Duking to stumble upon a hostile scene.



You'll catch Duking's friend, Silva, chewing him out for letting the town's colosseum go to seed. After Silva runs off, you'll be left with Duking, who'll be just as disinterested in your presence as before.

5 ILL TIDINGS IN THE WIND

After you've witnessed Silva's bitter argument with Duking, you'll cross the scene of a crime when you next pass the windmill. When you step inside, the windmill operator will explain that Silva has sabotaged the station, which generates the colosseum's power, by stealing a Gear. The operator will ask you to hunt down the stolen item.



Coincidentally, the colosseum was ready to accept new competitors when its power went out. You'll need to fetch the Gear from the back corner of the Construction Lot (between Phenac and Pyrite), then return to the windmill with it. Duking will be visiting the operator. Place the Gear in the missing slot to restore power—and gain Duking's trust. He'll give you a vital mission.

6 A COLOSSAL UPSET

After you restore power to Pyrite Colosseum, you can enter a competition. You'll need to defeat four Trainers in a row to come out on top and win TM 06 (Toxic) and a big cash prize. You can circulate all six of your teammates through the Double Battles—they'll all be refreshed after each round. The Trainers use a diverse array of Pokémon types; the Shadow Pokémon move, Shadow Rush, will cut through the confusion, because the attack hits all types equally well.

7 SUPER GRAND HOTEL

If you're within a stone's throw of Duel Square and need a refresher between battles, the Super Grand Hotel serves as a handy rest stop. The convenience will cost you 100 credits. If you're not in a hurry, use Pyrite Colosseum's Pokémon Restoring Machine instead and save your cash.

8 CONSULT A SMART COOKIE

Should you ever lose your way in your quest, visit Fateen's fortune-telling shop. She'll often have a prediction for you that will point you in the right direction. Her service is free of charge, so consult the psychic as often as you need to.

9 COLOSSEUM COMPETITIONS

After you've shattered Miror B.'s hold on Pyrite Town, you can register for Pyrite Colosseum battles. Competitors tend to fight with Pokémon that are at or just above Level 50. You'll need to have a mighty team to beat down the four Trainers and claim the top spot. You can use your whole team in battles; they'll be refreshed after each round.

BATTLE	PRIZE
FIRST SERIES	TM 01 (FOCUS PUNCH)
SECOND SERIES	TM 07 (HAIL)
THIRD SERIES	TM 05 (ROAR)
FOURTH SERIES	TM 31 (BRICK BREAK)

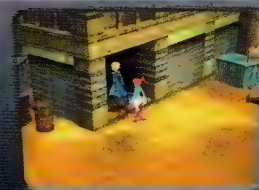
Note: In each series, you'll also win a cash prize. In the fifth series and beyond, you'll win only cash prizes.

10 THE SHORT ARM OF THE LAW

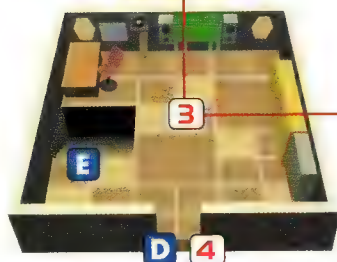
Chief Sherles and his deputy, Johnson, keep an eye on Pyrite Town, though they don't seem nearly as effective as you are at discovering problems afoot. The most useful thing about the police station is its PC. After you defeat Miror B., you'll find the Jail Key on the desk near one cell. Inside the north cell is TM 46 (Thief); unlock the door and grab it. Enter the south cell and pickpocket the sleeping prisoner to get the Elevator Key.

PYRITE BUILDING

The Shadow Pokémon trail leads to a derelict building in Pyrite Town. After you prove that you're worthy, you'll be escorted into the thick of a creepy plot, one that's driven by a local crime boss who's hiding in Pyrite's shadows.



EIN FILE S


REMORAID WATER

MIROR B. PEON: REATH


MANTINE WATER FLYING

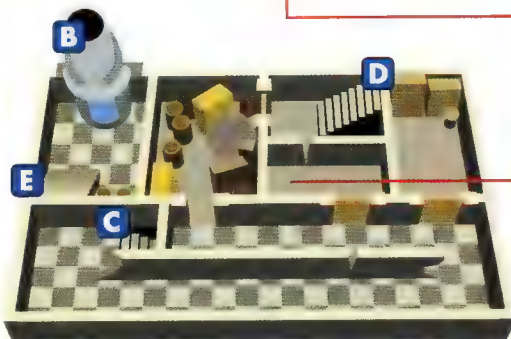
MIROR B. PEON: FERMA


QWILFISH WATER POISON

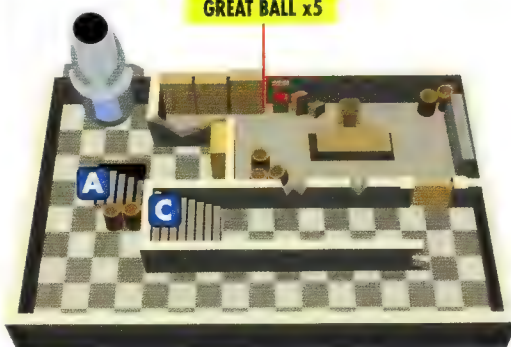
HUNTER: DOKEN



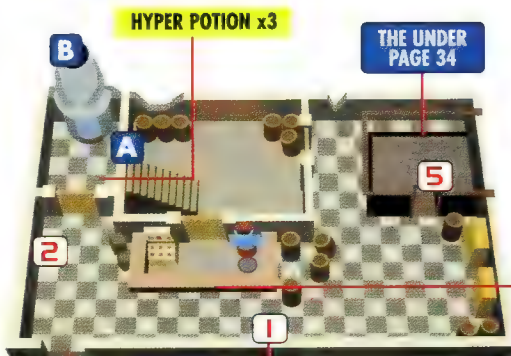
REVIVE



GREAT BALL x5



HYPER POTION x3

THE UNDER
PAGE 34PYRITE TOWN
PAGE 27

EIN FILE H

YANMA BUG FLYING

CIPHER PEON: NORE



1 TO THE VICTOR...

After you win the colosseum competition, a thug on the bridge will lead you into the Pyrite Building then battle you when he realizes who you are. Defeat him to discover Pyrite's secret shame from Duking, who bursts upon the scene. Get info-heavy Ein File H from the table before you leave.

2 ONE-WAY TRIP

You can't open the elevator-room door from the lobby. You can exit it only after you take the elevator down. The door will close behind you, so you'll need to take the long way back up to the roof.

3 PENTHOUSE SHOWDOWN

Two Miror B. grunts have Silva in captivity. One of their Shadow Pokémon—the lower-level Remoraid—presents a Snagging complication: your higher-level Pokémon will likely KO it with direct attacks, so erode its health slowly with status effects instead. After you defeat the grunts, you can learn more from Silva and Ein File S on the table. Miror B. will also pop in with a challenge: meet him in the cave.

4 THE CAVE ENTRANCE

When you first approach the penthouse door, one of Miror B.'s goons will block the nearby rooftop cave entrance. After you save Silva then approach the cave, the goon will fight you. Once you've Snagged his Qwilfish and defeated his team, return to the building lobby and save. You'll have to battle a long way through the cave to reach the next PC.

5 ELEVATOR TO THE UNDER

Once you possess the Elevator Key (see page 28), you'll be able to open the freight elevator and take it down to The Under. You'll need to battle the guard in front of the elevator each time you approach.

PYRITE CAVE

The bizarre Miror B. waits deep within the caves. You'll need to break through a challenging series of Trainers to reach him then outdazzle the crime boss in battle to shut down his plan—and Snag his formidable Shadow Pokémon.



1 BEFORE THE DANCE

To reach Miror B., you'll need to battle through a long labyrinth. If your team is worn out, take advantage of the Pokémon Restoring Machine and PC in the final stretch that leads to the boss.

2 BRING DOWN MIROR B.

Mirror B. will be expecting you, and the eccentric boss will wait on a raised platform for you to speak with him. He'll blabber about how little chance you have of beating him—ruin his delusional party.

3 PLUSLE—PLUS MORE

After you defeat Miror B., enter the back room and collect the items. Then talk to Plusle. You'll be whisked off to Duking's office for a cut scene in which you get the Electric-type Pokémon. Afterward, leave town to get a push in the right direction from Fateen. (It adds Agate Village to your map.)

BOSS: MIROR B.

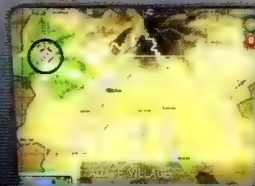
Mirror B. has crafted a hard-to-breach team that contains four Ludicolo. They'll use Rain Dance to start a downpour, which turns on their Rain Dish ability—they'll gain HP from rain every turn. If a Ludicolo strikes one of your Pokémon with Leech Seed, swap it out to stop its HP-siphoning effect. To raise your chances of Snagging Miror B.'s Sudowoodo, avoid striking with Water-, Grass-, Fighting-, or Ground-type attacks. They're all superreflective against the Rock-type Pokémon, and you don't want to KO it by accident.

SUDOWOODO LEVEL 35 ROCK			
LUDICOLO ♂	LEVEL 29	WATER-GRASS	
LUDICOLO ♀	LEVEL 30	WATER-GRASS	
LUDICOLO ♀	LEVEL 28	WATER-GRASS	
LUDICOLO ♂	LEVEL 31	WATER-GRASS	



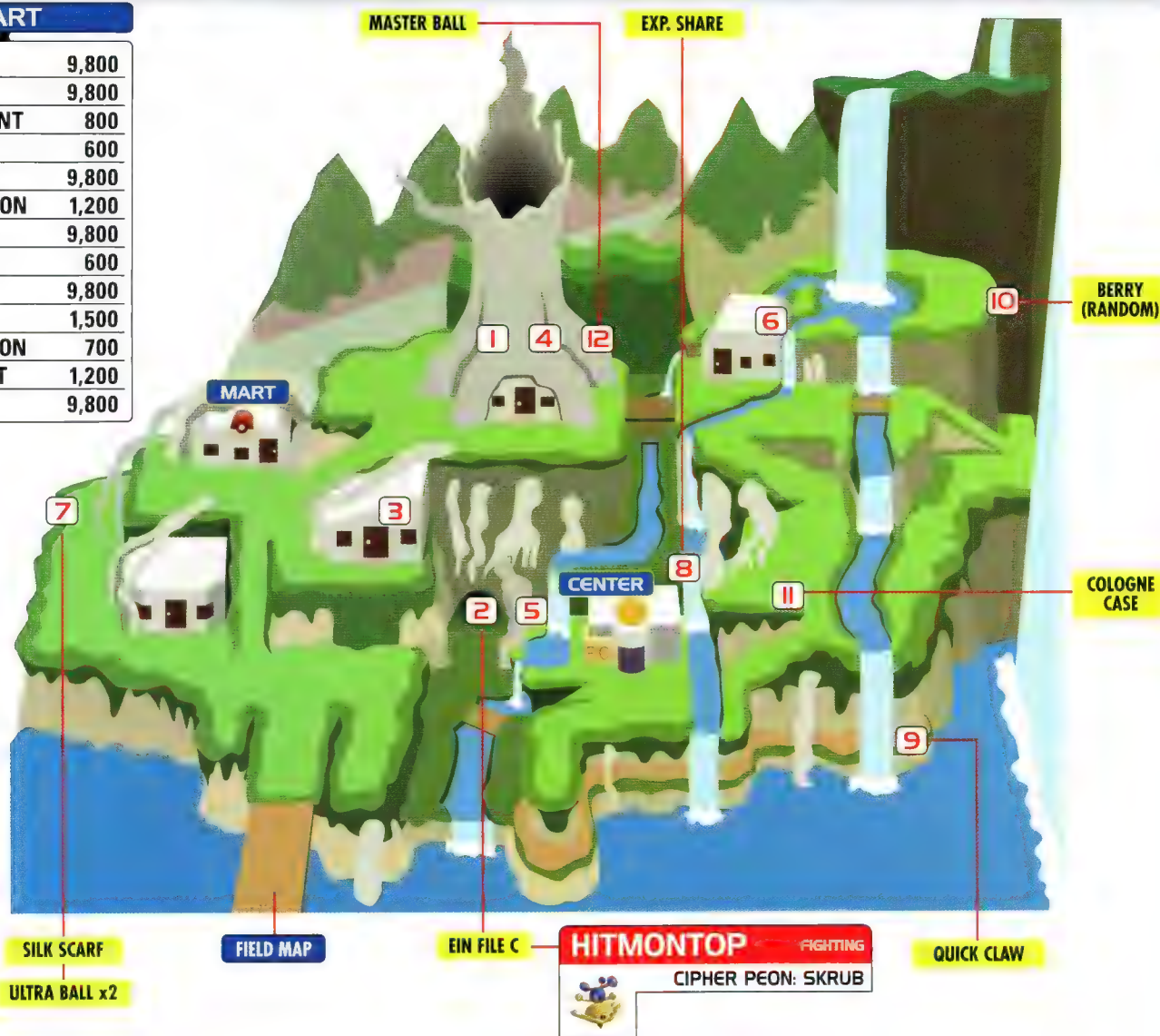
AGATE VILLAGE

The wisdom of the ages crystallizes among Agate's elderly citizens. The village also hides a relic that's the key to purifying Shadow Pokémon fully—and the enemy wants to destroy it. Agate Village holds many resources. Use them often.



MART

CALCIUM	9,800
CARBOS	9,800
EXCITE SCENT	800
FULL HEAL	600
HP UP	9,800
HYPER POTION	1,200
IRON	9,800
JOY SCENT	600
PROTEIN	9,800
REVIVE	1,500
SUPER POTION	700
VIVID SCENT	1,200
ZINC	9,800



1 ANCIENT WISDOM

Visit your sidekick's grandparents, who live in Agate's giant tree. As she chats with Eagun, her grandfather, a local will burst in with news that outsiders have broken into Relic Forest—Eagun will dash out.

2 RELIC FOREST

Battle through the three thugs in the forest tunnel to reach Eagun. You'll need to help Eagun defeat Skrub, who's come to destroy the Relic Stone. When you beat him, he'll run off and Eagun will take you to his home to discuss the relic. Return to the forest after you leave Eagun to collect Ein File C, which Skrub dropped.

3 THE LOWDOWN ON CELEBI

After you save Eagun and the Relic Stone, he'll ask you to look up Senilor, who may know something about the relic and its relation to legendary Pokémon Celebi. When you speak with Senilor, he'll fill you in on the relic's power over Shadow Pokémon and provide valuable information about Time Flutes, which can bring Celebi to the Relic Forest.



4 CRACKING AGATE'S SECRETS

After you've heard Senilor's relic-related outpouring, return to Eagun's home. He'll give you the Small Tablet, which reveals more secrets about the relic and lets you tap into the relic's purifying power. As you leave Eagun, you'll get an e-mail from Duking about dark deeds at Mt. Battle. The location will then appear on the map.

5 PURIFY SHADOW pokémon

With Small Tablet in hand, you'll understand the Relic Stone's purpose: it completes the final stage of purifying a Shadow Pokémon. Use it.



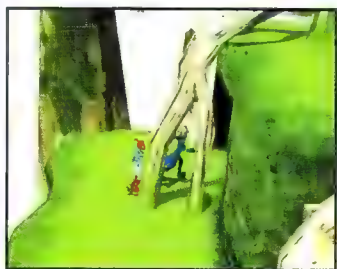
The relic will glow when you have a Shadow Pokémon that's ready for final purification (see page 19). Approach the relic then press A to complete the process. If you play a Time Flute at the relic, you must select one Shadow Pokémon to receive a powerful effect: Celebi will appear, purge all the purple from the recipient's meter, purify the Pokémon, then vanish again. A Time Flute can be used only once, so choose the beneficiary carefully.

6 DAY CARE & NAME RATER

You'll find two useful services in the house in Agate's upper-right corner. The Day Care attendant will take one regular or Shadow Pokémon. The longer your quest continues, the more a Pokémon will gain experience or a Shadow Pokémon will become purified. The Name Rater will help you change your fully purified Pokémon's nickname.

7 SIDE SPELUNKING

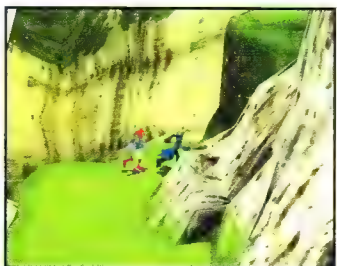
With its steep hills and sharp corners, Agate Village hides its secret spots and items well. You'll find a cave tucked away on the far left side of the village. Enter it to gain some fantastic items.



The cave's location isn't obvious. Walk behind the outstretched roots to discover the entrance, then go inside to claim the Silk Scarf and two Ultra Balls. (After you get Duking's e-mail—see tip 4 above—the Outskirt Stand will sell the highly effective Ultra Balls. Go there and stock up before you go to Mt. Battle. There's some tough Snagging in upcoming areas.)

8 SHARE THE WEALTH

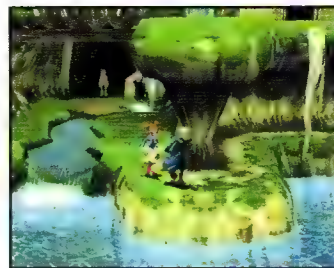
You can find a rare Exp. Share in one of Agate Village's crannies. When a Pokémon holds the item, it'll siphon a share of experience from battle even when it doesn't participate—and a larger share if it does.



Walk behind Eagun's tree. You'll find that you can pass to the other side, where a steep path leads down to where the Exp. Share is hidden.

9 QUICK DETOUR

Agate Village has lots of great items lying around, such as the Quick Claw, which is stashed along the waterfront. When a Pokémon holds the item, it will sometimes strike first, even if its Speed is awful.



To reach the waterfront, you'll need to traipse down the slope that's to the left of the Pokémon Center. The slope is hard to see, but you can catch a glimpse of its upper edge. Descend, then run right along the waterfront to reach the Quick Claw.

10 BERRY DELIVERY

Visit the elderly man who's always on the ledge that overlooks the right side of Agate Village. His Taillow often brings him a random berry, which he'll give to you. Check in with him often.

BERRY	RATE
CHERI BERRY	VERY OFTEN
CHESTO BERRY	VERY OFTEN
PECHA BERRY	VERY OFTEN
RAWST BERRY	VERY OFTEN
ASPEAR BERRY	VERY OFTEN
ORAN BERRY	VERY OFTEN
PERSIM BERRY	VERY OFTEN
LEPPA BERRY	OFTEN

BERRY	RATE
SITRUS BERRY	RARELY
FIGY BERRY	RARELY
WIKI BERRY	RARELY
MAGO BERRY	RARELY
AGUAV BERRY	RARELY
IAPAPA BERRY	RARELY
LUM BERRY	VERY RARELY

11 SCORING THE COLOGNE CASE

After you beat Dakim at Mt. Battle, chat with the girl near the roots on the right side of the village. She'll give you the Cologne Case. You can keep the purifying Cologne Massage scents (see page 20) in the container, so you'll be able to purchase them at the local Pokémon Mart.

12 THE MASTER BALL—AT LAST

Every ambitious Trainer needs a Master Ball, the most powerful kind of Poké Ball. With it, you'll be guaranteed success of Snagging a Pokémon. You can get one from Eagun after he sends you an e-mail during your Realgam Tower adventures.



MT. BATTLE

With 100 platforms and 100 battles, Mt. Battle puts aspiring Trainers to an endurance test unlike any other. Unfortunately, you'll need to clean out criminals and their hot-tempered leader before you can scale its heights.



CLASH OF THE TITANS

A hulking Trainer, Dakim, has seized control of the first 10 steps. You must defeat his nine grunts before you have a shot at him. Before you battle Dakim, return to the Mt. Battle entrance and save at the PC. Revert to your save file if you fail to Snag Entei. After you defeat Dakim, he'll run away, leaving the F-Disk behind.

ORRE EXCURSIONS

When you chase off Dakim, he'll also leave his captive behind. Vander, the Mt. Battle Area Leader, will give you what Dakim was searching for—the Time Flute (see tip 5 on page 32). He'll take you back to the Mt. Battle entrance, where you can collect TM 47 (Steel Wing). You must then go on a few excursions around Orre:

- First visit Eagun in Agate. Ignore his advice to use the Time Flute immediately, unless you have a worthy Shadow Pokémon to purify, such as Entei.
- Next, visit the Mystery Lab, which will then appear on the map. You can't get past its laser fence, but you can collect three Revives hidden behind the back-right fence post. You'll get an e-mail from Duking. Read it to learn of your next destination.
- Go to the police station in Pyrite Town and give Sherles your P★DA number. Use the Jail Key to open the southeast cell, then pickpocket the Elevator Key from the sleeping prisoner. (You'll then be able to take the Pyrite Building elevator down to The Under.)

THE MOVE DELETER

Orre's only Move Deleter is always available in the Mt. Battle registration entrance. Speak to the elderly fellow with the cane, then choose a Pokémon whose move you want to eliminate. He'll delete your teammate's move.

BOSS: DAKIM



Dakim's strategy focuses on the Earthquake attack, which strikes both your Pokémon and his attacker's partner with Ground-type damage. The partner, if it has Protect, will use the move to shield itself from the strike. Defensively, bring in Flying-types; they'll suffer no damage from Ground-type attacks. Offensively, inflict status conditions to slow down Dakim's assault or to afflict his team with residual damage. The legendary Fire-type, Entei, is *quite* a prize, so give it a Sleep condition, then hurl out the Ultra Balls.

ENTEI

CIPHER ADMIN: DAKIM



F-DISK

TIME FLUTE

TM 47 (STEEL WING)

ENTEI	LEVEL 40	FIRE
METANG	LEVEL 37	STEEL-PSYCHIC
MARSHTOMP ♂	LEVEL 36	WATER-GROUND
GOLEM ♀	LEVEL 38	ROCK-GROUND
CAMERUPT ♂	LEVEL 38	FIRE-GROUND



BACK TO MT. BATTLE

By the time you've gained the Elevator Key, Mt. Battle will be back in business. You can proceed through the 100-Trainer battle in 10-step areas. At the end of each area, you'll get a Poké Coupon reward, then be able to transport off the mountain and later resume your ascent at the beginning of the area where you left off. You'll also gain experience along the way, which makes Mt. Battle a great place to go when you need to level up Pokémon in a hurry. You can use your Poké Coupons to buy plenty of valuable items.

AREA	COUPON
1	100
2	200
3	400
4	600
5	800
6	800
7	900
8	900
9	1,000
10	1,200

PRIZE	COUPON
APICOT BERRY	15,000
BRIGHTPOWDER	10,000
CHOICE BAND	10,000
FOCUS BAND	10,000
TM 13 (ICE BEAM)	4,000
TM 24 (THUNDERBOLT)	4,000
TM 29 (PSYCHIC)	3,500
TM 32 (DOUBLE TEAM)	1,500
TM 35 (FLAMETHROWER)	4,000
GANLON BERRY	15,000
KING'S ROCK	10,000
LEFTOVERS	10,000
MENTAL HERB	8,000
PETAYA BERRY	15,000
QUICK CLAW	10,000
SALAC BERRY	15,000
SCOPE LENS	10,000
WHITE HERB	8,000



THE UNDER

Deep below the surface of Orre, The Under shelters a mysterious community within an abandoned mining town where Shadow Pokémon aren't contraband—they're commonplace. Mine the area for its secrets and chase out its conspirators.



THE UNDER



AMULET COIN

L-DISK

SHUCKLE

DEEP KING: AGNOL

BUG ROCK

LEDIAN

CIPHER PEON: KLOAK

BUG FLYING

VENDING MACHINE

LAB BASEMENT (SEE PAGE 37)

HYPER POTION x3

STANTLER

NORMAL

CHASER: LIAKS



SNEASEL

DARK ICE

RIDER: NELIS



PILOSWINE

ICE GROUND

BODYBUILDER: LONIA



SUBWAY KEY

ULTRA BALL x4

SUBWAY STOP AT LAB

U-DISK

SUBWAY STOP IN THE UNDER

BLACKGLASSES

STORAGE ROOM

TIMER BALL x2

MAX POTION x2

TIME FLUTE

PYRITE BLDG
PAGE 29

R-DISK

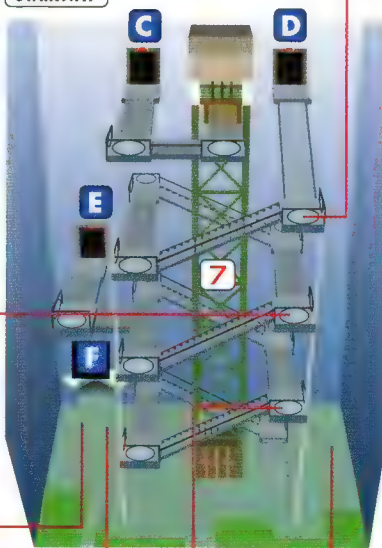
GLIGAR

GROUND FLYING

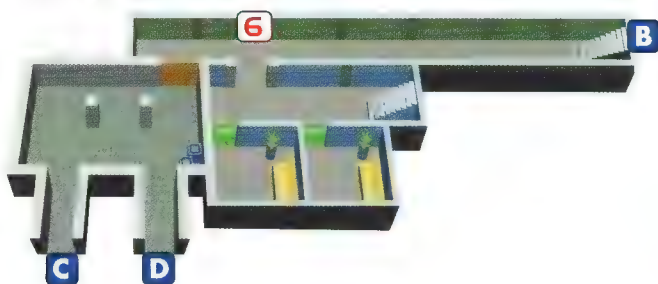
HUNTER: FRENA



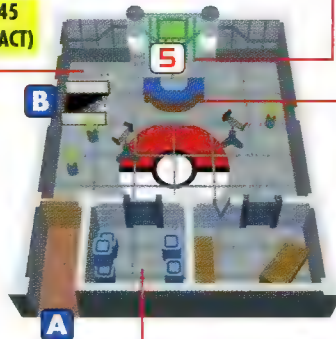
STAIRWAY



STUDIO BASEMENT



STUDIO

TM 45
(ATTRACT)

RARE CANDY x3

SUICUNE

WATER

CIPHER ADMIN: VENUS

EIN FILE F

1 THE JUNK IN THE UNDER

When you first enter, pause under the giant TV screen to see Venus for the first time, then head to the hotel in the southwest to use its skybridge to reach the Junk Shop. Go to its basement to meet Perr, a kid who'll give you the Powerup Part for the Kids Grid.

2 THE TECHNO-REBELS

Head to Nett's house; it's the one near the satellite dish. Show the Powerup Part to the boy outside. He'll take you into the house. Hand the part to Nett, who will explain his role in the Kids Grid.

3 INFILTRATOR—CAPTURED!

As you leave Nett's house, you'll hear a skirmish near The Under's elevator. Two thugs have captured Silva and locked him up. After you defeat them, he'll pass the R-Disk to you from his cell.

4 RIDE THE UFO TO VENUS

The Under's UFO travels only a short distance and in only five short directions. Plug the R-Disk into the nearby console, then ride the UFO to Venus's TV studio to confront the crime boss.

5 SHUT DOWN HER SHOW

When you interrupt preparations for Venus's next broadcast, she'll realize who you are then attack you with her team. After you defeat her, she'll flee down the nearby stairs. Note: Save at a PC before you enter Venus's studio. If you fail to Snag her Suicune, a difficult Shadow Pokémon to catch, you can resume your game before the battle and try again.

6 USEFUL SHORTCUT

The studio shares a basement with the colosseum. Unlock the basement door (possible only from the studio side) to open a quick shortcut to the colosseum's PC and Pokémon Restoring Machine.

MART

FULL HEAL	600
FULL RESTORE	3,000
HYPER POTION	1,200
MAX POTION	2,500
REVIVE	1,500
TM 10 (HIDDEN POWER)	3,000
TM 14 (BLIZZARD)	5,500
TM 15 (HYPER BEAM)	7,500
TM 16 (LIGHT SCREEN)	3,000
TM 17 (PROTECT)	3,000
TM 20 (SAFEGUARD)	3,000
TM 25 (THUNDER)	5,500
TM 33 (REFLECT)	3,000
TM 38 (FIRE BLAST)	5,500

SHOP

ENERGY ROOT	800
ENERGY POWDER	500
HEAL POWDER	450
REVIVAL HERB	2,800

VENDING MACHINE

FRESH WATER	200
LEMONADE	350
SODA POP	300



BOSS: VENUS

Some of Venus's Pokémon can use the Attract move. If one of your teammates is smitten with Attract, it will be unable to use its moves much of the time, so swap it out to cancel the effect. Venus's Steelix is the hardest to KO. Reduce its potential by playing Pokémon types that are resistant or immune to Ground-type attacks (see the battle chart on page 4). Set up your Suicune Snag by slapping it with a Sleep condition then eroding its HP slowly (don't use Electric- or Grass-type attacks) to avoid KO'ing it.

SUICUNE	LEVEL 40	WATER
DELICATY ♀	LEVEL 45	NORMAL
VILEPLUME ♀	LEVEL 44	GRASS-POISON
BANETTE ♂	LEVEL 45	GHOST
STEELIX ♂	LEVEL 45	STEEL-GROUND



7 THE CHASE SCENE

When Venus flees The Under, she'll take the elevator down to the subway. You'll need to take the long way down, running down the stairs and battling four of her bodyguards along the way. Each has a great Shadow Pokémon—Snag 'em all.

8 ALL THE WAY DOWN THE LINE

Venus is using the old rail as an easy way to get to a distant laboratory. When you chase Venus to and then through the Shadow Liner, she'll elude you but drop the Subway Key under the subway entrance sign. With it, you can drive the Shadow Liner to the lab.

9 TOO CLOSE FOR COMFORT

After you reach the lab stop on the subway line, you'll encounter two thugs who will resort to drastic measures to prevent you from entering the lab. You'll need to retreat to The Under via the subway. Before you leave, take the Maingate Key from the basement.

10 THE VENDING MACHINE

You can get the best curative deals in Orre from a vending machine on the upper southwest ledge in The Under. Load up on the beverages soon after you enter The Under to cope with all of the battles, then again before you leave, since they're such good deals.

11 BETTER OR BITTER?

The Herb Shop sells concoctions that have effects similar to some rare or expensive items found elsewhere. For instance, Revival Herb has the same power as the extremely rare Max Revive. Stock up, but beware: it's all bitter medicine, so your Pokémon will like you less (see page 21) each time you give it one of the items.

12 THE UNDER GRAND HOTEL

If you thought the Pyrite Town hotel was expensive, you haven't splurged on a 1,000-credit room in The Under. After you pony up the cash, your team's health will be restored. To avoid the steep price, take the UFO to Under Colosseum and use the Pokémon Restoring Machine.

13 FIVE-DIRECTION UFO

A levitating transport—the UFO—will move you in one of five directions, depending on which disk you feed into the nearby console. You'll get a few disks early in your travels and obtain the remaining ones later. Exploit the UFO to its fullest.

DISK	DESTINATION
F-DISK	UNDER COLOSSEUM
R-DISK	TV STUDIO
U-DISK	SECRET ROOM WITH TIME FLUTE
D-DISK	DEEP COLOSSEUM
L-DISK	LEDGE WITH AMULET COIN

14 UNDER COLOSSEUM

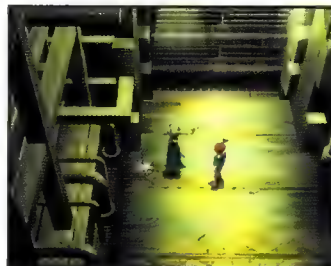
After you gain the Maingate Key, the colosseum will be ready for normal battles. Its competitors tend to fight with Pokémon that are between Level 50 and Level 60. You'll need to bulldoze through four Trainers to claim the top spot, but you can draw upon your whole team. They'll be refreshed after each round. Unlike in Battle mode's colosseums, you'll gain experience from your victories.

BATTLE	PRIZE
FIRST SERIES	TM 37 (SANDSTORM)
SECOND SERIES	TM 36 (SLUDGE BOMB)
THIRD SERIES	TM 30 (SHADOW BALL)
FOURTH SERIES	TM 23 (IRON TAIL)

Note: In each series, you'll also win a cash prize. In the fifth series and beyond, you'll win only cash prizes.

15 DEEP COLOSSEUM

After you get the D-Disk (see page 41), you'll be able to take the UFO to a second colosseum, buried below The Under. It's full of surprises, including a frightening Trainer known as Deep King. To reach him, you'll need to survive many battle series and take on crime bosses that have axes to grind. Competitors tend to use Pokémon at Level 60 and above. Though criminals pack the battle ranks, the rules are standard—they're the same as Under Colosseum's.



There's another great reason to travel down to Deep Colosseum. At its entrance are the Steel Teeth—gross but true. Return the teeth to the old man outside Under Colosseum.

BATTLE	PRIZE
FIRST SERIES	TM 12 (TAUNT)
SECOND SERIES	TM 48 (SKILL SWAP)
THIRD SERIES	TM 44 (REST)
FOURTH SERIES	TM 02 (DRAGON CLAW)

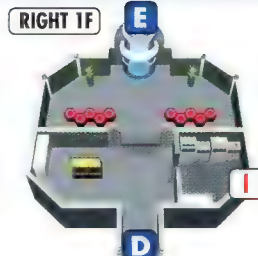
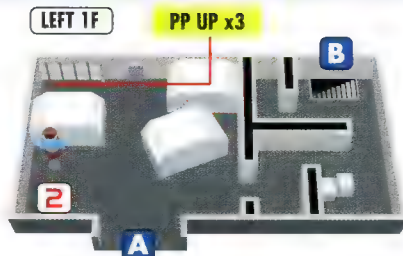
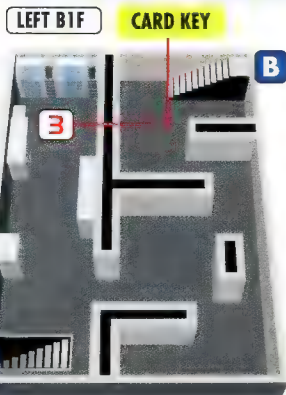
Note: In each series, you'll also win a cash prize. In the fifth series and beyond, you'll win only cash prizes.

16 LONG ROAD TO RICHES

An old man next to Under Colosseum will yammer nonsensically every time you meet him. If you have his lost Steel Teeth, however, he'll pop them into his mouth then thank you with a profitable gift: the L-Disk. Use it to ride the UFO to the left ledge, where you can collect the Amulet Coin. If a Pokémon that's holding the Amulet Coin joins the field in battle, you'll receive double the prize money from a victory.

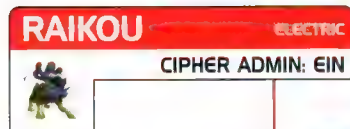
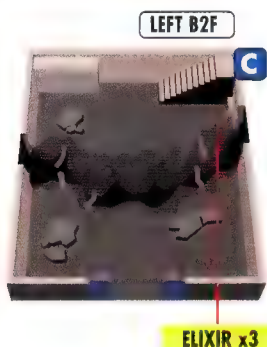
SHADOW POKÉMON LAB

The purpose of an anonymous desert laboratory soon becomes crystal clear: it's the source of Shadow Pokémon. Inside, a mad scientist and his researchers are steeled for battle. Calculate your lab attack then purge the brainiacs from its sterile halls.

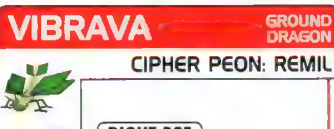


X Potential DNA Sample

OUTSIDE

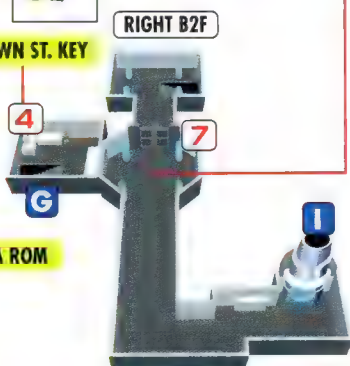
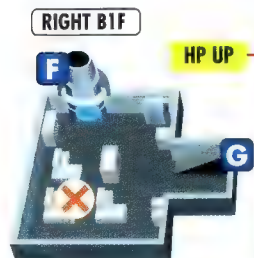


TM 26 (EARTHQUAKE)



DOWN ST. KEY

DATA ROM



1 BREAKING THE BARRIER

Once you have the Maingate Key, you can get past the lab's laser barrier. Enter the main door on the right. You can't unlock the foyer door inside without the Card Key—getting it requires a long detour.



To open the path to the part of the lab where the Card Key is, you'll need to open the shuttered door to the left of the main lab entrance—the switch is to the right of the locked door.

2 THE ONLY PC FOR MILES

The lab has lots of computers, but only one PC. If you're serious about Snagging every Shadow Pokémon—and there are many in the lab—backtrack to the PC every time you catch one. If you fail to Snag a target, resume your game from your last save point.

3 COLLECT THE CARD KEY

Researchers abound in the lab. They tend to battle with Electric- or Steel-types. After you defeat the researcher near the destroyed basement, collect the Card Key on the floor.

4 RESTRICTED ACCESS

To enter the most secret lab section, you'll need the Down St. Key. You'll find it on the desk near a scrappy scientist, who'll try to prevent your intrusion by attacking you with his Pokémon team.

5 DOWNWARD SPIRAL

You'll need to find three DNA Samples that are scattered around the lab complex. Each one might be in any of nine locations (marked with Xs on the map). Each time you play through Story mode, the exact DNA Samples and their locations will be different, so you'll need to scour every corner of the lab.

6 DNA ANALYSIS

When you have all three DNA Samples, take them to the analysis room. Walk up to the blue control panel, then press the A Button to discover what kind of Pokémon DNA is in the sample. You'll need to know which three Pokémon were revealed to unlock the gate in the lab's final stretch.

7 THE GENETIC CODE

The final locked door requires you to select three Pokémon from the nine shown on the code panel. Enter the three Pokémon whose DNA you collected—any order will work. After you go through the door, you'll be confronted by Skrub—you last battled him at the Relic Stone and he now demands a rematch. If you failed to Snag his Hitmontop then, this is your chance.



BAYLEEF



CROCONAW



QUILAVA



ENTEI



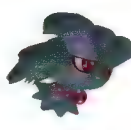
RAIKOU



SUICUNE



SUDOWOODO



MISDREAVUS



MIGHTYENA

8 OUT FROM THE SHADOWS

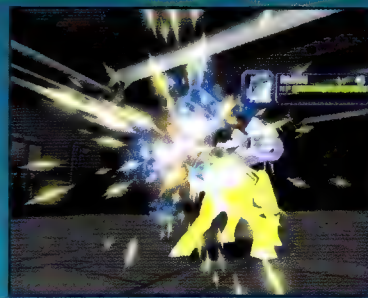
Ein is the wicked genius who's been creating the Shadow Pokémon. After you stomp the madman, he'll yammer a few juicy details about the larger scheme of things then take flight. Grab the Data ROM from the nearby counter, go to The Under and give the data to Nett. He'll have bad news—and a little good news.



BOSS: EIN

The crux of Ein's strategy is to shift the battle in his favor with Rain Dance. Miror B. used the move in Pyrite Cave, and Ein milks it for a greater advantage than just amping up his Water-type strikes. Raikou's crippling Thunder attack normally has a chance of failure, but in a rainstorm, Raikou will always hit your Pokémon with it. Bring Ground-type Pokémon into play; they're immune to the Electric-type attack. Save your game before you battle Ein; if you fail to Snag Raikou, restart from your save point.

RAIKOU	LEVEL 40	ELECTRIC
LANTURN ♀	LEVEL 47	WATER-ELECTRIC
ALTARIA ♀	LEVEL 46	DRAGON-FLYING
HUNTAIL ♂	LEVEL 47	WATER
GOLBAT ♂	LEVEL 48	POISON-FLYING



REALGAM TOWER

The ambitious project at the construction site has finally been completed. It's the most spectacular colosseum ever built—and a hive of criminal activity. You'll Snag some of the most powerful Shadow Pokémon in Orre along the way to bringing down the conspiracy.



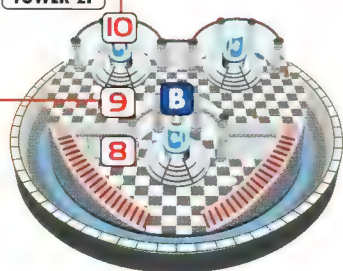
SKARMORY

STEEL
FLYING

SNAGEM HEAD: GONZAP



TOWER 2F

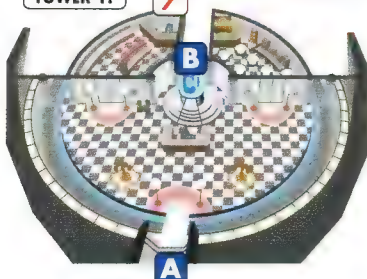


TOWER 1F

7

B

A



MILTANK

NORMAL

BODYBUILDER: JOMAS



TROPIUS

GRASS
FLYING

CYPHER PEON: STON



ABSOL

DARK

RIDER: DELAN



METAGROSS

STEEL
PSYCHIC

CIPHER: NASCOUR



HOUNDOOM

DARK
FIRE

CYPHER PEON: NELLA



TYRANITAR

ROCK
DARK

CIPHER HEAD: EVICE



2 TEMPERS FLARE

You'll have to take on another repeat offender, Dakim. He'll cough up the Green ID Badge if you defeat him.



BOSS: DAKIM

Dakim's packing a new team, but he still taps the Earthquake-Protect combo to unleash disaster without impacting his team. He also uses the Sunny Day-Solarbeam combo (see page 30).

ENTEI*	LEVEL 40	FIRE
HOUNDOOM	LEVEL 47	DARK-FIRE
FLYGON ♀	LEVEL 46	GROUND-DRAGON
FORRETRESS ♂	LEVEL 45	BUG-STEEL
WHISCASH ♀	LEVEL 46	WATER-GROUND
CLAYDOL	LEVEL 46	GROUND-PSYCHIC

3 CHECK IN, CHECK OUT

You'll find a PC and a Pokémon Restoring Machine part of the way through the rail network that leads to the tower's base. Use it often.

4 BREAK HER HEART AGAIN

Venus joins her fellow crime bosses within the rail network. She holds the Blue ID Badge—defeat her to obtain it.



BOSS: VENUS

Venus has also traded in her old team for a new one, but she still strikes with a potent variety of status-afflicting moves. Have a handful of Full Heals in your inventory before you take her on.

SUICUNE*	LEVEL 40	WATER
MILOTIC	LEVEL 48	WATER
BELLOSSOM ♀	LEVEL 47	GRASS
RAICHU ♂	LEVEL 48	ELECTRIC
WIGGLYTUFF ♀	LEVEL 48	NORMAL
MISDREAVUS ♂	LEVEL 47	GHOST

* If you failed to Snag a boss's Shadow Pokémon during your first meeting, he or she will still have it. If you did Snag it, the boss will have one new regular Pokémon.

SUNFLORA

GRASS

CIPHER PEON: BAILA



HERACROSS

BUG
FIGHTING

CIPHER PEON: DIOGE



OUTSIDE

4

6

5

2

3

1

DELIBIRD

ICE
FLYING

CIPHER PEON: ARTON



FIELD MAP

1 DAZZLING REMATCH

Mirror B. holds one of the badges that you'll need to break into the base of Realgam Tower. Defeat him to gain the Red ID Badge.



BOSS: MIRROR B.

Mirror B.'s basic strategy (see page 30) still holds. But he adds a Loudred to his team, which attacks with Shadow Ball and Earthquake. If Loudred hits the field, focus your efforts on KO'ing it.

SUDOWOODO*	LEVEL 35	ROCK
ARMALDO	LEVEL 43	ROCK-BUG
LUDICOLO ♀	LEVEL 44	WATER-GRASS
LUDICOLO ♂	LEVEL 45	WATER-GRASS
GOLDUCK ♀	LEVEL 45	WATER
LOUDRED ♂	LEVEL 46	NORMAL

5 SECOND SCIENCE LESSON

Ein's the fourth crime boss that you must face again on your quest for all four badges. He has reengineered his team with a highly devious Double Battle strategy in mind. After you beat the scientist, he'll give you the Yellow ID Badge.



BOSS: EIN

Ein's team uses a strong combo that starts with Toxic, which inflicts a terrible Poison condition. His team will then shield itself with Protect and Fly, biding time until your Pokémon faint away.

RAIKOU*	LEVEL 40	ELECTRIC
MANECTRIC	LEVEL 50	ELECTRIC
STARMIE	LEVEL 49	WATER-PSYCHIC
RHYDON ♂	LEVEL 50	GROUND-ROCK
PELIPPER ♀	LEVEL 49	WATER-FLYING
CROBAT ♂	LEVEL 48	POISON-FLYING

6 BACKWARD THEN FORWARD?

Once you've collected all four badges, you can unlock the door that leads to the base of Realgam Tower. You'll get a cut-off e-mail from Eagun at the same time—strongly consider your sidekick's request to find out what he wants before you continue (see page 32).

7 PHENAC MEMORIES

One of the three thugs that barred the gates in Phenac City at the beginning of your adventure will be sitting behind the desk, waiting for battle. It'll be the one whose Pokémon—Quilava, Croconaw or Bayleef—you tried to Snag. If you failed then, you can retry now.

8 CALM BEFORE THE STORM

Before you head up to the colosseum, stop at the PC and the Pokémon Restoring Machine to ready your team and save your progress. If your team falls when you take on the six Trainers ahead, you'll reappear in the room and be able to make a quick return to battle.

9 TEAM SNAGEM REUNION

Before you can take an elevator up to the colosseum, Team Snagem's leader, Gonzap, will come down to boast about the team's surprising involvement with the Shadow Pokémon scheme—and to test your mettle. If you can best him, he'll stand aside and let you face your destiny above.



BOSS: GONZAP

All of Gonzap's Pokémon unleash massive attacks, such as Earthquake, Crabhammer and Submission. Use Sleep-inflicting moves to conk 'em out so they don't KO you with their huge hits.

SKARMORY	LEVEL 47	STEEL-FLYING
CRAWDAUNT ♂	LEVEL 52	WATER-DARK
PINSIR ♀	LEVEL 52	BUG
HARIYAMA ♀	LEVEL 53	FIGHTING
SHIFTRY ♂	LEVEL 53	GRASS-DARK

10 REALGAM'S COLOSSEUM

Nascour, the criminal head honcho, waits for you in the colosseum. You'll need to break four Trainers to get your chance with him. If you survive the first four, your team will be recharged for the Nascour fight. If you fall to any of them, though, you'll reappear at the last Pokémon Restoring Machine you used—and you'll need to start over from the beginning.

1st Match—Bodybuilder: Jomas

Jomas battles with Normal-type Pokémon, so Fighting-type attacks will blast 'em to pieces. If you go for the same-type damage multiplier (see page 4), you'll put your Fighting-type Pokémon at risk of being KO'd by strong Flying- and Psychic-type strikes. Snag Jomas's Miltank, a formidable Normal-type.

2nd Match—Rider: Delan

Delan battles with Dark-types: Mightyena, Absol (his Shadow Pokémon) and Sharpedo (Water-and-Dark-type). Fighting- and Bug-type attacks are best for getting under their skin. If you send in an Electric-type with like-type attacks to take out Sharpedo, watch out for its supereffective Ground-type Earthquake.

3rd Match—Cipher Peon: Nella

Nella has a Fire-type Torkoal, a Fire-and-Rock-type Magcargo and a Dark-and-Fire-type Houndoom. The common denominator—they're all Fire-types—means you should strike with Water-type attacks to snuff them out quickly. Be careful if Houndoom's on the field, however: it's the Shadow Pokémon you should Snag.

4th Match—Cipher Peon: Ston

Ston's Pokémon are all dual-types with a Grass-type side. Strike his Vileplume and Cacturne with Fire-type attacks. His Cradily will shrug off damage with its Rock-type and huge defensive stats—use residual-damage moves like Toxic. You can Snag his Tropius, a Grass-and-Flying-type. It uses Fly to blitz the field with Flying-type attacks, so remove your Grass-, Fighting- and Bug-types from battle.



BOSS: NASCOUR

Exploit type weaknesses to break Nascour. Ground- and Dark-type strikes are among the most versatile for high damage. Afflict Metagross with a Sleep condition to prevent its attacks and prep a Snag.

METAGROSS	LEVEL 50	STEEL-PSYCHIC
GARDEVOIR ♂	LEVEL 55	PSYCHIC
XATU ♀	LEVEL 54	PSYCHIC-FLYING
DUSCLOPS ♀	LEVEL 55	GHOST
WALREIN ♀	LEVEL 56	ICE-WATER
BLAZIKEN ♂	LEVEL 54	FIRE-FIGHTING



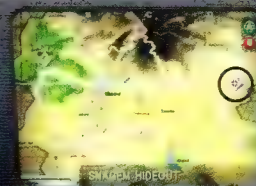
BOSS: EVICE

There's always someone ever more evil lurking in Orre's shadows. The criminal syndicate's leader, Evice, will try to stop your meddling with his behemoths. His Slaking will use its Skill Swap move to unshackle itself from its Truant ability (which restrains it from moving each turn). Strike it with a Sleep condition before it does so. Salamence and Scizor are among the fiercest foes, but you can KO them quickly with Ice- and Fire-type moves, respectively. The easiest way to topple Tyranitar is to Snag it—Eagun's Master Ball will work without fail.

TYRANITAR	LEVEL 55	ROCK-DARK
SALAMENCE ♂	LEVEL 60	DRAGON-FLYING
MACHAMP ♂	LEVEL 61	FIGHTING
SCIZOR ♀	LEVEL 60	BUG-STEEL
SLAKING ♂	LEVEL 60	NORMAL
SLOWKING ♀	LEVEL 61	WATER-PSYCHIC

SNAGEM HIDEOUT

You began your maverick quest by blowing up Team Snagem's hideout. After you destroy the criminal syndicate's leader, you'll find that it's a lot harder than you expected to root out every bit of evil in Orre. Your mission will lead you back to the hideout.



SMEARGLE

NORMAL

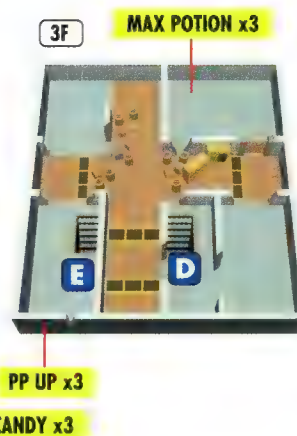
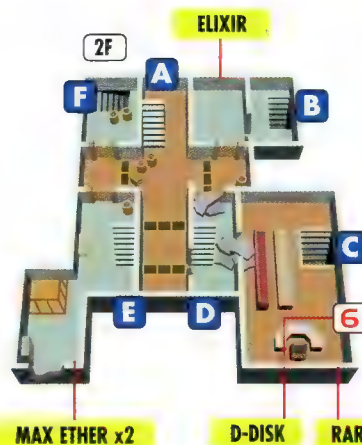
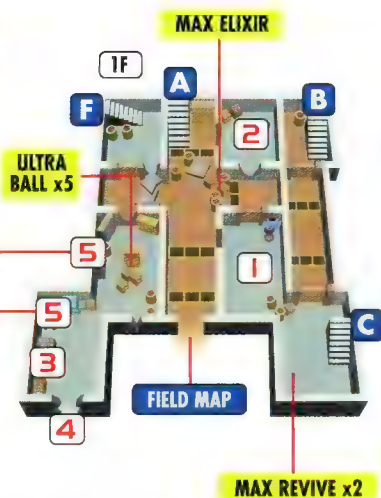
TEAM SNAGEM: BIDEN



URSARING

NORMAL

TEAM SNAGEM: AGREV



1 SAVE AND SNAQ 'EM ALL

In the hideout, you'll see some familiar crooks, many of whom have a Shadow Pokémon (unless you Snagged it during your first meeting). Save at the PC often. You may want to restart your quest from earlier save points on occasion if you need a Snag rematch.

2 CIPHER PEONS ON PARADE

When you pass this spot, a Cipher Peon will drop down from the ceiling and attack you. (The peon will change every time you pass through.) Snag his Shadow Pokémon, if he still has one, though it can be tricky. His other Pokémon are more powerful, so his Shadow Pokémon can get caught in the high-intensity crossfire.

3 MYSTERY REMATCH

When three Mystery Troop cads blocked the three gates in Phenac City, you fought one and hopefully Snagged his Shadow Pokémon (Bayleaf, Quilava or Croconaw). The other two vanished, but you'll face one of them when you first enter the final hideout room. Defeat him and Snag his Shadow Pokémon.

4 EXIT AT LONG LAST

The final room has a breach in its wall that leads outside. Step through it to reach the front of the hideout—a quick way to hit the road after you're done exploring the interior. (Unfortunately, you can't use the breach when you first walk up to the hideout.)

5 INFESTED—A SECOND TIME!

After you've tracked down the third Mystery Troop grunt in the Shadow Pokémon Lab, you'll find the hideout's been hit with a second Team Snagem outbreak. Snag the Smeargle and Ursaring.

6 GONZAP'S LAST STAND

Team Snagem's boss returns with the second wave of crooks. Take him down for good. After you defeat him, you can grab the D-Disk from the table. Return to The Under and use it on the UFO.



BOSS: GONZAP

Mostly new team, same brutal tactics: Gonzap's team uses Hyper Beam repeatedly. Fortunately, after one of his crew uses the attack, it will need to rest up during its next turn. You can nullify the Normal-type strike's power by sending in Ghost-type Pokémon, which will also be immune to Gonzap's Fighting-type attacks. Pull your Ghost-types when Granbull hits the field; its Ghost-type Shadow Ball attack will nail them hard. If Gonzap still has his Skarmory, don't let the Shadow Pokémon get KO'd by the Double Battle crossfire—it has a much lower level than Gonzap's other Pokémon do.

SKARMORY	LEVEL 47	STEEL-FLYING
CRAWDAUNT ♂	LEVEL 64	WATER-DARK
ARMALDO ♀	LEVEL 64	ROCK-BUG
MACHAMP ♂	LEVEL 64	FIGHTING
BRELOOM ♀	LEVEL 64	GRASS-FIGHTING
GRANBULL ♀	LEVEL 64	NORMAL



THE STORY CONTINUES

After you ascend Realgam Tower and defeat Evice, you'll see that Orre still has surprises in store. You'll not only open up Pokémon trading with the outside world: you'll also find that the Shadow Pokémon scheme is far from over.

TRADING WITH THE GBA

After you beat Evice at Realgam Tower then save the game, you'll find that the trading station in the basement of Phenac City's Pokémon Center is up and running. If you have a Pokémon Ruby or Pokémon Sapphire Game Pak and a Nintendo GameCube Game Boy Advance cable, and you meet the trading conditions noted on page 26, you can send Pokémon back and forth between Orre and Hoenn. Consider the possibilities (see page 136)!

MYSTERY LOVES COMPANY

Three of Miror B.'s Mystery Troop thugs blocked you from leaving Phenac City early in your adventures. You battled one and hopefully Snagged his Shadow Pokémon. The other two flew the coop. You can hunt down one of them—and his Shadow Pokémon—after you stop Evice. Save the game after you watch the ending credits. When you resume your game, you'll get an e-mail from Secc. Visit him in Pyrite Town to learn about Cail's brush with a Trainer who had a Shadow Pokémon. Battle Cail to find out more about the Trainer's location, which opens up the Snagem Hideout on the map. Battle your way through the first criminal infestation that spreads through the hideout (see page 41) to reach the Mystery Troop thug in the final room. Snag his Shadow Pokémon.

THE REMAINING MYSTERY

After you've Snagged two of the three "starter Pokémon" from Phenac—Bayleaf, Croconaw and Quilava—you'll get another e-mail from Secc, which says that Nett in The Under has discovered another good lead. Visit Nett to learn that Gurks, the Trainer outside the Junk Shop, knows something about another crook with a Shadow Pokémon. Defeat Gurks to learn more. You'll then get an e-mail that exposes the Trainer's location: the Shadow Pokémon Laboratory. Go to the lab, where you can remeet many Trainers who will still have Shadow Pokémon if you didn't Snag 'em upon your first encounter. You'll find the Trainer, the third Mystery Troop thug, in the room where Ein once fought you. Snag his Shadow Pokémon.

TEAM SNAGEM RESURGENCE

Soon after you Snag the third "starter Pokémon," you'll receive an e-mail about the large Snagem Machine back at the Snagem Hideout. Investigate the rumor and explore the hideout again. You'll find two more Shadow Pokémon and be able to have a rematch with your old boss, Gonzap (see page 41). After you defeat him, you'll get the D-Disk, which opens up a new direction for The Under's UFO—down to a supersecret location.

DEEP SECRETS

With the D-Disk, you can make The Under's UFO descend to the Deep Colosseum, where Cipher's former crime family—Miror B., Dakim, Venus and Ein—participate in secret competitions. Each of them tops out a battle series. In your fifth series, a new boss Trainer emerges with a Shadow Pokémon. Defeat him and Snag his Shuckle.



BOSS: AGNOL

Agnol's crew is tough, but his problematic Pokémon is Shedinja. It's immune to all attacks except Fire-, Flying-, Rock-, Ghost- and Dark-type strikes. Ensure that you're packing an attack type that works.

SHUCKLE	LEVEL 45	ROCK-BUG
GIRAFARIG ♀	LEVEL 68	NORMAL-PSYCHIC
SABLEYE ♂	LEVEL 69	DARK-GHOST
SKARMORY ♀	LEVEL 66	STEEL-FLYING
SHEDINJA	LEVEL 68	BUG-GHOST
KINGDRA ♂	LEVEL 70	WATER-DRAGON

MEET YOU ON THE FLIPSIDE

After you've Snagged 47 Shadow Pokémon and caught two TV broadcasts about Pokémon that are attacking people, you'll get an unexpected e-mail. Follow its directions to find a familiar face waiting at the Outskirt Stand. A little *too* familiar—it's your face but not your attitude. You'll need to defeat the Shady Guy and Snag his Shadow Pokémon, a Togetic, to complete your Shadow Pokémon collection. Togetic's level is very low, so it's likely to be blasted off the field if you don't walk on eggshells during the quake-heavy battle.



BOSS: SHADY GUY

The Shady Guy's team is one of Orre's best. His Gyarados will blast the field with Earthquake; withdraw your Electric-types from its influence. Then send out Flying-types to counterstrike with high-damage attacks that will destroy the Gyarados quickly, or condition-inflicting moves that will prevent it from using its field-shattering Earthquake.

TOGETIC	LEVEL 20	NORMAL-FLYING
ARMALDO ♂	LEVEL 68	ROCK-BUG
MILOTIC ♀	LEVEL 68	WATER
MANECTRIC ♀	LEVEL 68	ELECTRIC
HOUNDOOM ♂	LEVEL 68	DARK-FIRE
GYARADOS ♂	LEVEL 68	WATER-FLYING

TOGETIC

NORMAL
FLYING

SHADY GUY

BATTLE MODE



BATTLE MODE BASICS

Battle mode is where cool Trainers and hot tempers collide in a variety of ways. Single or Double Battles, quick stadium competitions or near-impossible mountain skirmishes, single-player or multiplayer—it's all there for battlers who want to put their Training skills to the ultimate test.

NAVIGATING EVERY CHALLENGE

If you have a hankering for a battle and don't have a team built up, Battle mode provides a quick fix with Battle Now. For those who have a team ready for the big time—whether it's brought in from Story mode or from a connected Pokémon Ruby or Sapphire Pak—Battle mode throws open the doors to many more challenges. The flowchart below will help you steer through the options.



BATTLE MODE

Colosseum Battle

Battle Now

Want to see Pokémon raise the roof of Phenac Stadium with their battle moves? Battle Now gives you a quick way to get in and make noise with a random Pokémon team—low commitment, high fun.

Solo Battle

Gang Battle

Single Battle

Double Battle

In two-player Gang Battles, you can clash in Single Battles or Double Battles. Both players can connect to their Pokémon Ruby or Sapphire GBA teams, or one can use a Story mode team. In Multi Battles, four players form two-player teams based on their GBA teams (though one can choose a Story mode team) for Double Battle fights only.

Colosseum Battle

Mt. Battle

Single Battle

Double Battle

Colosseum Battle has 12 single-player challenges, half with Trainers lined up for Single Battle, half with different competitors for Double Battle. You can take a new team into each colosseum to prove your Training might.

Single Battle

Double Battle

To triumph in the Mt. Battle challenge, you'll need to assemble one team and take down 100 Trainers on the way to the peak. Each long Trainer lineup is completely different depending on whether you choose Single Battle or Double Battle.

UNLOCK ORRE COLOSSEUM

Orre Colosseum is hidden in the desert. You won't reach it during your travels in Story mode; only Trainers who prove themselves in Battle mode will reach the secret battle arena. You'll unlock Orre Colosseum's Level-50 battles (Single and Double) after you best Phenac Stadium, Pyrite Colosseum and Under Colosseum in *both* Single Battle and Double Battle. To break into Orre Colosseum's rarified Level-100 battles, you must triumph in Single Battle and Double Battle in Tower Colosseum.



You'll want to smash your way to the most challenging colosseums to compete for the largest Poké Coupon prizes. By winning the hardest competitions, you can rack up enough Poké Coupons to buy the best prizes much faster.



REGISTER POKÉMON FOR SOLO BATTLES

To take a team into a Solo Battle challenge, you'll first need to register a team for battle. (You don't need to register teams for Battle Now or Gang Battles.) Your six-member team can come from Story mode or from Pokémon Ruby or Sapphire. If you want to change your team to better meet a Trainer challenge, you'll need to register a new team. If you want to register a GBA team for a Solo Battle, you must bring it into Battle mode in one of two ways. You can bring your crew directly into Battle mode by connecting Pokémon Colosseum with your Pokémon Ruby or Sapphire Pak. Or you can send Pokémon from

the GBA games into Story mode, mix 'em with your Orre Pokémon, then save and register your Story mode team. You'll need to wait until you defeat Story mode's big boss to activate the machine that allows Pokémon transfer to and from Story mode (see page 42). But why would you go to all that trouble? One reason: If you use a Story mode team to defeat Mt. Battle in either Single Battle or Double Battle and you achieve other victory conditions (see page 140), you'll get the superpowerful Ho-oh for your collection. You can't nab the amazing Pokémon if you use a Battle mode team.

CONDITIONS FOR STORY MODE POKÉMON

- Can't use Shadow Pokémon (must be fully purified)
- Must have six Pokémon on your team

CONDITIONS FOR RUBY/SAPPHIRE POKÉMON

- Must have received the Pokédex in the GBA game
- Must save your battle team at a Pokémon Center
- Must have six Pokémon on your team
- Can't have a Pokémon Egg as part of the team
- Can't have any Pokémon hold mail or the Enigma Berry



To register a Story mode team, pop into Story mode, pull together a crew from the PC's Pokémon Storage, save the game then pop back into Battle mode to register your new team.



Either way you import Pokémon from Pokémon Ruby or Sapphire, you must use a Nintendo GameCube Game Boy Advance cable to connect your GBA Pak to Pokémon Colosseum on the GCN.

SINGLE AND DOUBLE BATTLES

If you want to fight classic Single Battles, you'll find plenty of 'em in Battle mode, along with the Double Battles, which are a constant in Story mode—every Trainer in Orre seems to tap into the amazing power that results from having two Pokémon in battle at the same time. If you're new to Double Battles and combo-building, check out pages 12 and 13. You'll need to master both battle styles to topple all the colosseum challenges and unlock the secret Orre Colosseum.

SINGLE BATTLE



In a Single Battle, you and your opponent will both maintain a single Pokémon on the field at all times.

DOUBLE BATTLE



In a Double Battle, you'll both have two Pokémon on the field, which enables quick combo-building.

POKÉ COUPON AWARDS

To gain some of the most powerful items and held items in Orre, you'll need to rack up lots of Poké Coupon points then spend them at the Poké Coupon Exchange. The stocked items are the same in Story mode and Battle mode—you can see the full list on page 33. In Battle mode, you'll win points by defeating colosseums (see the point awards below) and Mt. Battle challenges (see the awards on page 94). In Story mode, you'll rack up points only on Mt. Battle. In general, the tougher the challenge is, the more points you'll score. But if you resort to using any of the legendary or extremely rare Pokémon, your award total will suffer—see below.

COLOSSEUM RANK	POINT
WEAK	500
NORMAL	1,000
STRONG (LEVEL-50)	1,500
STRONG (LEVEL-100)	3,000
STRONGEST (LEVEL-50)	2,000
STRONGEST (LEVEL-100)	5,000

POKÉMON THAT DECREASE THE AWARD

For each of the following Pokémon, your award will be reduced to 85% of its normal value. If you use three, for example, it'll be reduced to 61% (85% x 85% x 85%).

ENTEI	RAIKOU
GROUDON	RAYQUAZA
HO-OH	REGICE
JIRACHI	REGIROCK
KYOGRE	REGISTEEL
LATIAS	SUICUNE
LATIOS	



PHENAC STADIUM

LEVEL 50: SINGLE BATTLE

POKé COUPON: 500 points

PHENAC ATTACK

Phenac Stadium is a great place to practice the basics; identify your enemy's type, consult the battle chart on page 4 and strike at your foe's weakness with type-trumping attacks. If you can, use same-type Pokémon when striking with type-trumping attacks to multiply the damage even more. Most of the opponents you'll face have assembled unbalanced Pokémon teams stacked with only one or two Pokémon types, which will make practicing type-trumping even easier. Follow the team selection guidelines below to assemble a superior squad that will exploit the vulnerabilities of your opponent's Pokémon.



You'll face many Water-type Pokémon in the Phenac Stadium Single Battle event—counter them by packing your battle team with Pokémon that possess powerful Electric- and Grass-type attacks.

NUMBER OF TYPES YOU'LL FACE			
NORMAL	3	FLYING	4
FIRE	3	PSYCHIC	7
WATER	10	BUG	4
ELECTRIC	1	ROCK	3
GRASS	7	GHOST	2
ICE	3	DRAGON	0
FIGHTING	3	DARK	3
POISON	6	STEEL	1
GROUND	9		



RECOMMENDED ATTACK/POKéMON TYPES

WATER

Water-type strikes will wash away Ground-, Rock- and Fire-type foes. Plus, you'll face few opponents using the Electric- and Grass-type attacks Water-type Pokémon are weak against.

GRASS

The vast majority of the Pokémon you'll face will be Water-, Grass- and Ground-types—play Grass-type Pokémon to take only half damage from their attacks.

ICE

Ice-type attacks are effective against the common Grass- and Ground-types—which you'll see a lot of. They're also supereffective against Flying-types, which aren't as prevalent but are very pesky.

FLYING

Reserve a spot on your team for a Flying-type Pokémon—it'll be immune to Ground-type strikes and take half damage from Grass-, Bug- and Fighting-type attacks.

DARK

Many Psychic-types you'll face have a high Speed, which can give them the first strike. Invalidate the advantage by playing Dark-type Pokémon. They're immune to Psychic-type damage.

SPECIFIC MOVE RECOMMENDATIONS



Aerial Ace is a Flying-type strike that can't be dodged. Use it to lash out at Grass-, Fighting- and Bug-types.



Psychic will blow the mind of any Fighting- or Poison-type foolish enough to face your Pokémon in the arena.



TRAINER ALERT!

FINAL: KAUSON

In the final round of Phenac Stadium's Single Battle competition, you'll clash with Kauson's tough team of Fighting-, Dark- and Psychic-type Pokémon. Remember to include Pokémon with Ghost-, Bug- and Dark-type attacks in your team to type-trump your way to an easy victory against his Psychic-types—they're the toughest foes.



BATTLE 1: GARLOW

ROLLER BOY ♂

Scorch Garlow's Bug- and Grass-type Pokémon with searing Fire-type strikes. If Garlow pitches in a Pokémon with a Water-type attack, swap out your Fire-type Pokémon before they get extinguished.

LEDYBA ♂

BUG-FLYING



ABILITY: SWARM
ITEM: SHARP BEAK

AGILITY
SWIFT
AERIAL ACE
SILVER WIND
PSYCHIC
NORMAL
FLYING
BUG

SPINARAK ♂

BUG-POISON



ABILITY: SWARM
ITEM: SILVER POWDER

LEECH LIFE
NIGHT SHADE
DIG
PSYBEAM
BUG
GHOST
GROUND
PSYCHIC

LOTAD ♂

WATER-GRASS



ABILITY: SWIFT SWIM
ITEM: SPELL TAG

WATER PULSE
ASTONISH
MEGA DRAIN
RAIN DANCE
WATER
GHOST
GRASS
WATER

SHROOMISH ♀

GRASS



ABILITY: EFFECT SPORE
ITEM: MIRACLE SEED

MEGA DRAIN
HEADBUTT
STUN SPORE
SWAGGER
GRASS
NORMAL
GRASS
NORMAL

NINCADA ♂

BUG-GROUND



ABILITY: COMPOUNDEYES
ITEM: METAL COAT

MUD-SLAP
LEECH LIFE
METAL CLAW
GUST
GROUND
BUG
STEEL
FLYING

SURSKIT ♀

BUG-WATER



ABILITY: SWIFT SWIM
ITEM: MYSTIC WATER

BUBBLEBEAM
QUICK ATTACK
FLASH
MUD SHOT
WATER
NORMAL
NORMAL
GROUND

BATTLE 2: GUCIO

CHASER ♀

Gucio made the mistake of filling her team with Water-type Pokémon—leave her fishy crew high and dry by playing Pokémon armed with Grass- and Electric-type attacks. Take down Wailmer with an Electric-type attack before it can unleash its devastating Blizzard strike.

CORPHISH ♂

WATER

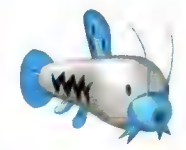


ABILITY: HYPER CUTTER
ITEM: MYSTIC WATER

DIG
VICEGRIP
CRABHAMMER
MUD SPORT
GROUND
NORMAL
WATER
GROUND

BARBOACH ♂

WATER-GROUND

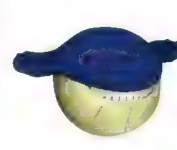


ABILITY: OBLIVIOUS
ITEM: SOFT SAND

MUD-SLAP
TOXIC
DIVE
WHIRLPOOL
GROUND
POISON
WATER
WATER

WAILMER ♂

WATER



ABILITY: OBLIVIOUS
ITEM: HARD STONE

WATER PULSE
BLIZZARD
STRENGTH
TICKLE
WATER
ICE
NORMAL
NORMAL

CARVANHA ♂

WATER-DARK



ABILITY: ROUGH SKIN
ITEM: BLACKGLASSES

BITE
FOCUS ENERGY
SCARY FACE
DIVE
DARK
NORMAL
NORMAL
WATER

GOLDEEN ♀

WATER



ABILITY: SWIFT SWIM
ITEM: TWISTEDSPOON

PECK
WATERFALL
FLAIL
PSYBEAM
FLYING
WATER
NORMAL
PSYCHIC

HORSEA ♀

WATER



ABILITY: SWIFT SWIM
ITEM: DRAGON FANG

AGILITY
TWISTER
AURORA BEAM
OCTAZOOKA
PSYCHIC
DRAGON
ICE
WATER

BATTLE 3: HASMEN

HUNTER ♂

Pitch out Pokémon with Water-type attacks and wipe out Hasmen's dual-type Numel, Geodude and Larvitar with a massive 4x damage multiplier! To make matters worse for foolish Hasmen, his Trapinch, Aron and Slugma are also vulnerable to Water-type strikes.

GEODUDE ♂

ROCK-GROUND



ABILITY: STURDY
ITEM: SOFT SAND

DEFENSE CURL
ROCK BLAST
MAGNITUDE
ROLLOUT
NORMAL
ROCK
GROUND
ROCK

TRAPINCH ♂

GROUND



ABILITY: HYPER CUTTER
ITEM: SILK SCARF

BITE
SANDSTORM
SAND TOMB
GUST
DARK
ROCK
GROUND
FLYING

NUMEL ♂

FIRE-GROUND



ABILITY: OBLIVIOUS
ITEM: CHARCOAL

FLAMETHROWER
MAGNITUDE
TAKE DOWN
SCARY FACE
FIRE
GROUND
NORMAL
NORMAL

SLUGMA ♂

FIRE



ABILITY: FLAME BODY
ITEM: HARD STONE

BODY SLAM
ROCK SLIDE
YAWN
HEAT WAVE
NORMAL
ROCK
NORMAL
FIRE

ARON ♂

STEEL-ROCK



ABILITY: STURDY
ITEM: METAL COAT

MUD-SLAP
TAKE DOWN
METAL CLAW
ENDEAVOR
GROUND
NORMAL
STEEL
NORMAL

LARVITAR ♂

ROCK-GROUND



ABILITY: GUTS
ITEM: SITRUS BERRY

HYPER BEAM
EARTHQUAKE
ROCK SLIDE
DRAGON DANCE
NORMAL
GROUND
ROCK
DRAGON

BATTLE 4: STOUNER

LADY ♀

Bring along a crew of Pokémon with Ice-type attacks to wilt Stouner's green-thumbed team of Grass- and Ground-type Pokémon. Play a Flying-type if you've got one—they're immune to Ground-type attacks and defend well against Grass-type strikes.

SEEDOT ♂  ABILITY: CHLOROPHYLL ITEM: SILK SCARF SUNNY DAY SYNTHESIS SOLARBEAM TAKE DOWN FIRE GRASS GRASS NORMAL	HOPPIP ♂  ABILITY: CHLOROPHYLL ITEM: TWISTED SPOON SOLARBEAM SLEEP POWDER SUNNY DAY CONFUSION GRASS GRASS FIRE PSYCHIC	CACNEA ♂  ABILITY: SAND VEIL ITEM: POISON BARB PIN MISSILE LEECH SEED NEEDLE ARM DYNAMICPUNCH BUG GRASS GRASS FIGHTING
BALTOY  ABILITY: LEVITATE ITEM: HARD STONE PSYBEAM MUD-SLAP ANCIENTPOWER ICE BEAM PSYCHIC GROUND ROCK ICE	SANDSHREW ♂  ABILITY: SAND VEIL ITEM: SOFT SAND SAND TOMB CRUSH CLAW ROCK SLIDE METAL CLAW GROUND NORMAL ROCK STEEL	SUNKERN ♂  ABILITY: CHLOROPHYLL ITEM: MIRACLE SEED SOLARBEAM SUNNY DAY ENDEAVOR GRASSWHISTLE GRASS FIRE NORMAL GRASS

BATTLE 5: OATLEY

LADY IN SUIT ♀

Pummel Oatley's team of Normal- and Ice-type Pokémon by playing Pokémon with Fighting-type attacks. If you use a powerful Fighting-type strike early and often, you'll leave her crew black and blue before she has a chance to retaliate.

SWINUB ♀  ABILITY: OBLIVIOUS ITEM: LUM BERRY BLIZZARD BITE MUD SHOT ANCIENTPOWER ICE DARK GROUND ROCK	SPHEAL ♀  ABILITY: THICK FAT ITEM: CHESTO BERRY AURORA BEAM BODY SLAM WATERFALL YAWN ICE NORMAL WATER NORMAL	WHISMUR ♀  ABILITY: SOUNDPROOF ITEM: RAWST BERRY HYPER VOICE SLEEP TALK REST EXTRASENSORY NORMAL NORMAL PSYCHIC PSYCHIC
SNORUNT ♀  ABILITY: INNER FOCUS ITEM: PERSIM BERRY BITE ICY WIND HEADBUTT WATER PULSE DARK ICE NORMAL WATER	TOGEPI ♀  ABILITY: SERENE GRACE ITEM: PECHA BERRY WATER PULSE METRONOME FLAMETHROWER PSYCHIC WATER NORMAL FIRE PSYCHIC	JIGGLYPUFF ♀  ABILITY: CUTE CHARM ITEM: SITRUS BERRY SING SWEET KISS HYPER VOICE WISH NORMAL NORMAL NORMAL NORMAL

BATTLE 6: RIESKO

NEWS CASTER ♀

Riesko's team is stacked with Poison-type Pokémon—strike them with Psychic- and Ground-type attacks to put an end to their venomous ways. The one anomaly in Riesko's poisonous crew is her dangerous Electrike—dispatch it with a Ground-type attack.

ZUBAT ♂  ABILITY: INNER FOCUS ITEM: CHERI BERRY BITE AIR CUTTER TOXIC STEEL WING DARK FLYING POISON STEEL	GULPIN ♂  ABILITY: LIQUID Ooze ITEM: SITRUS BERRY SLUDGE BOMB SHADOW BALL YAWN PAIN SPLIT POISON GHOST NORMAL NORMAL	TENTACOO ♂  ABILITY: LIQUID Ooze ITEM: AGUAV BERRY GIGA DRAIN SLUDGE BOMB DIVE AURORA BEAM GRASS POISON WATER ICE
ODDISH ♂  ABILITY: CHLOROPHYLL ITEM: MAGO BERRY SLUDGE BOMB STUN SPORE MOONLIGHT RAZOR LEAF POISON GRASS NORMAL GRASS	GRIMER ♂  ABILITY: STICKY HOLD ITEM: FIGY BERRY SLUDGE BOMB FIRE BLAST THUNDER SHADOW PUNCH POISON FIRE ELECTRIC GHOST	ELECTRIKE ♂  ABILITY: STATIC ITEM: WIKI BERRY THUNDER WAVE SHOCK WAVE BITE HEADBUTT ELECTRIC ELECTRIC DARK NORMAL



SEMIFINAL: GULARTE

FUN OLD LADY ♀

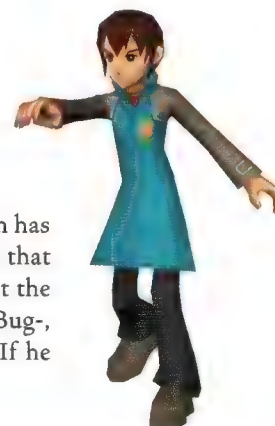


Play a team of Pokémon equipped with Ghost- and Dark-type attacks to eclipse Gularte's peculiar crew of Ghost- and Psychic-types. Watch out for her especially dangerous Wynaut—its Mirror Coat ability allows it to attack second, countering your attack with double the special attack damage you inflicted upon it. Wynaut also casts the strange Destiny Bond move, which causes your Pokémon to faint if Wynaut does. The only way to avoid certain doom is to switch out the bonded Pokémon and use another to dispatch the Wynaut. Dark- and Ghost-type attacks will annihilate Gularte's Psychic- and Ghost-type Pokémon.


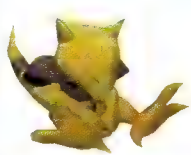




SHUPPET ♂  ABILITY: INSOMNIA ITEM: SPELL TAG SHADOW BALL CURSE NIGHT SHADE DISABLE GHOST ? GHOST NORMAL	DUSKULL ♀  ABILITY: LEVITATE ITEM: BLACKGLASSES PURSUIT WILL-O-WISP CONFUSE RAY CURSE DARK FIRE GHOST ?	MEDITITE ♀  ABILITY: PURE POWER ITEM: BLACK BELT SHADOW BALL BRICK BREAK THUNDERPUNCH ICE PUNCH FIGHTING-PSYCHIC GHOST FIGHTING ELECTRIC ICE
NATU ♂  ABILITY: SYNCHRONIZE ITEM: SHARP BEAK NIGHT SHADE FUTURE SIGHT WISH DRILL PECK GHOST PSYCHIC NORMAL FLYING	SPOINK ♂  ABILITY: THICK FAT ITEM: MAGNET PSYWAVE CONFUSE RAY BOUNCE SHOCK WAVE PSYCHIC GHOST FLYING ELECTRIC	WYNAUT ♀  ABILITY: SHADOW TAG ITEM: CITRUS BERRY COUNTER MIRROR COAT DESTINY BOND ENCORE PSYCHIC FIGHTING PSYCHIC GHOST NORMAL

FINAL: KAUSON

SUPERTRAINER ♂



Kauson fields a fearsome team of Fighting-, Psychic- and Dark-type Pokémon, but each member of his team has a specific weakness that you can exploit. Beware of Abra—an especially swift and fierce Psychic-type foe that wields Psychic-, Fire, Electric- and Ice-type attacks. Because of Abra's wide array of attacks, it can strike at the weakness of many Pokémon. Counter both of Kauson's Psychic-type Pokémon, Abra and Ralts, with Bug-, Ghost- and Dark-type assaults. Use Fighting- and Bug-type attacks to dominate his pair of Dark-types. If he tosses in Makuhita or Machop, counter by playing Pokémon with strong Flying- or Psychic-type strikes.

MACHOP ♂  ABILITY: GUTS ITEM: QUICK CLAW BRICK BREAK EARTHQUAKE FIRE BLAST ROCK SLIDE FIGHTING GROUND FIRE ROCK	ABRA ♀  ABILITY: INNER FOCUS ITEM: SCOPE LENS PSYCHIC FIRE PUNCH THUNDERPUNCH ICE PUNCH PSYCHIC FIRE ELECTRIC ICE	HOUDOUR ♂  ABILITY: FLASH FIRE ITEM: FOCUS BAND FLAMETHROWER BITE SMOG REVERSAL DARK-FIRE FIRE DARK POISON FIGHTING
POOCHYENA ♂  ABILITY: RUN AWAY ITEM: BRIGHT POWDER BITE SCARY FACE SWAGGER POISON FANG DARK NORMAL NORMAL POISON	RALTS ♀  ABILITY: SYNCHRONIZE ITEM: LAX INCENSE PSYCHIC LIGHT SCREEN SHOCK WAVE WILL-O-WISP PSYCHIC PSYCHIC ELECTRIC FIRE	MAKUHITA ♂  ABILITY: GUTS ITEM: LEFTOVERS SEISMIC TOSS EARTHQUAKE FORESIGHT REVENGE FIGHTING FIGHTING GROUND NORMAL FIGHTING



PHENAC STADIUM

LEVEL 50: DOUBLE BATTLE

POKé COUPON: 500 points

TWICE AS NICE

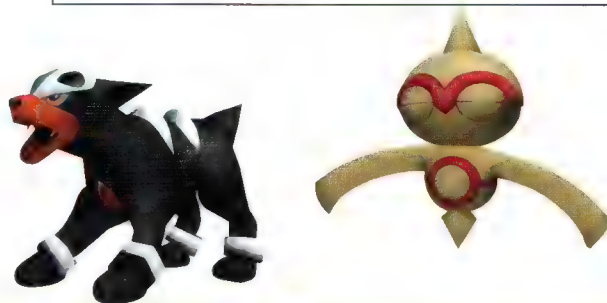
In Phenac Stadium's Single Battle competition, you experienced the awesome power of type-trumping strikes and damage multipliers first-hand. In Double Battle competition, type-trumping is just as important—the only difference is that now four Pokémon clash in tag-team style. Moves that strike two foes at once, like Earthquake or Sandstorm, are much more crucial than they were in Single Battle. Keep in mind that the ultimate goal in Double Battle is to type-trump two enemies with a single stunning attack. However, before you dive in, flip back to page 12 and study up on the brainiest Double Battle techniques.



In Phenac Stadium, you'll face a tidal wave of Water-type Pokémon—jolt them with Electric-type moves to turn them into puddles.

NUMBER OF TYPES YOU'LL FACE

NORMAL	9	FLYING	5
FIRE	5	PSYCHIC	6
WATER	9	BUG	2
ELECTRIC	2	ROCK	1
GRASS	6	GHOST	2
ICE	0	DRAGON	0
FIGHTING	3	DARK	3
POISON	5	STEEL	0
GROUND	7		



RECOMMENDED ATTACK/POKéMON TYPES

WATER

Soak your opponent's Fire- and Ground-types with a Water-type strike. A Water-type with same-type moves is a good option, since it won't face many Electric- and Grass-type attacks.

ELECTRIC

Bring a Pokémon with potent Electric-type strikes to zap any Water- or Flying-types you come across. Electric-type Pokémon often have a high Speed stat and get to attack first, which is always handy.

ICE

Include Pokémon with bone-chilling Ice-type attacks—you'll be ready and able to stab at the common Ground-types, as well as the less frequent Grass- and Flying-types.

FLYING

Flying-type Pokémon are immune to Ground-type strikes, which gives them an overwhelming advantage in clashes with the many Pokémon that rely on damaging Ground-type attacks.

DARK

You'll encounter challenging Psychic-type Pokémon in the semifinal and final rounds—Dark-type strikes will obliterate them, plus put the fear into the two Ghost-types in the semifinal.

SPECIFIC MOVE RECOMMENDATIONS



Thunderbolt is a sizzling Electric-type strike that not only hits hard, but also has a 10% chance of causing paralysis.



Even though Brick Break isn't the most-damaging Fighting-type move, it's a strong attack with dead-on accuracy.



TRAINER ALERT!

SEMIFINAL: RADLE

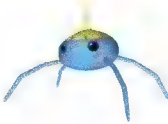
Radle may be old and frail, but his daunting team will teach you to respect your elders! The crafty old-timer has packed his squad with Ghost- and Psychic-types, but you can spank the geriatric Trainer by type-trumping his crew with Ghost- and Dark-type moves. To really bring the heat to him, bolster your team with a Dark-type Pokémon with same-type attacks.



BATTLE 1: MARCON
RICH BOY ♂

Two of Marcon's Pokémon are full-blooded Grass-types, and two are half Grass-type—strike the two pure Grass-types with any type-trumping attack, and hit the two partial Grass-types with Flying-type attacks to avoid offsetting your type-trumping bonuses.

SURSKIT ♀ BUG-WATER




ABILITY: SWIFT SWIM
ITEM: CHERI BERRY

BUBBLE
WATER SPORT
SWEET SCENT
MIST

WATER
WATER
NORMAL
ICE

SEEDOT ♂ GRASS



ABILITY: EARLY BIRD
ITEM: CHESTO BERRY

ROCK SMASH
LEECH SEED
BIDE
DIG

FIGHTING
GRASS
NORMAL
GROUND

LOTAD ♂ WATER-GRASS




ABILITY: RAIN DISH
ITEM: PECHA BERRY

TOXIC GROWL
MEGA DRAIN
MIST

POISON
NORMAL
GRASS
ICE

ODDISH ♂ GRASS-POISON



ABILITY: CHLOROPHYLL
ITEM: RAWST BERRY

POISONPOWDER
ACID
ABSORB
STUN SPORE

POISON
POISON
GRASS
GRASS

CACNEA ♂ GRASS




ABILITY: SAND VEIL
ITEM: ASPEAR BERRY

LEECH SEED
PIN MISSILE
SAND-ATTACK
ACID

GRASS
BUG
GROUND
POISON

NINCADA ♀ BUG-GROUND



ABILITY: COMPOUNDEYES
ITEM: ORAN BERRY


GUST
DIG
TOXIC
GIGA DRAIN

FLYING
GROUND
POISON
GRASS

BATTLE 2: PERES
ROLLER BOY ♂

Peres battles with a crew of primarily Fire-, Poison- and Ground-type Pokémon, making the skate punk vulnerable to strong Water-type strikes like Surf and Waterfall. Psychic- and Ground-type attacks will punish his two Poison-types, Gulpin and Grimer.

GRIMER ♀ POISON




ABILITY: STICKY HOLD
ITEM: ORAN BERRY

SLUDGE
SCREECH
ACID ARMOR
POISON GAS

POISON
NORMAL
POISON
POISON

SLUGMA ♀ FIRE



ABILITY: FLAME BODY
ITEM: LEPPA BERRY

EMBER
HARDEN
ROCK THROW
AMNESIA

FIRE
NORMAL
ROCK
PSYCHIC

SPOINK ♂ PSYCHIC



ABILITY: OWN TEMPO
ITEM: PERSIM BERRY

PSYWAVE
SHOCK WAVE
PSYBEAM
MAGIC COAT

PSYCHIC
ELECTRIC
PSYCHIC
PSYCHIC

NUMEL ♂ FIRE-GROUND




ABILITY: OBLIVIOUS
ITEM: LUM BERRY

TAKE DOWN
EMBER
SCARY FACE
FOCUS ENERGY

NORMAL
FIRE
NORMAL
NORMAL

GULPIN ♂ POISON



ABILITY: LIQUID OOZE
ITEM: SITRUS BERRY

TOXIC
STOCKPILE
SPIT UP
SWALLOW

POISON
NORMAL
NORMAL
NORMAL

TRAPINCH ♀ GROUND



ABILITY: ARENA TRAP
ITEM: ASPEAR BERRY


DIG
ROCK TOMB
SANDSTORM
SAND-ATTACK

GROUND
ROCK
ROCK
GROUND

BATTLE 3: DENSLON
LADY ♀

Most of Denslon's cute and cuddly crewmembers know the Charm skill, which weakens the physical attacks of your Pokémon. They may be adorable, but don't show any mercy—even for Pokémon like Pichu. Obliterate Denslon's Normal-types with Fighting-type attacks.

PICHU ♂ ELECTRIC



ABILITY: STATIC
ITEM: MAGNET

CHARM
SWEET KISS
THUNDERSHOCK
TAIL WHIP

NORMAL
NORMAL
ELECTRIC
NORMAL

IGGLYBUFF ♀ NORMAL




ABILITY: CUTE CHARM
ITEM: SILK SCARF

CHARM
ATTRACT
DEFENSE CURL
RETURN

NORMAL
NORMAL
NORMAL
NORMAL

AZURILL ♀ NORMAL




ABILITY: THICK FAT
ITEM: SEA INCENSE

CHARM
SLAM
WATER GUN
TAIL WHIP

NORMAL
NORMAL
WATER
NORMAL

VULPIX ♀ FIRE




ABILITY: FLASH FIRE
ITEM: CHARCOAL

WILL-O-WISP
QUICK ATTACK
HEAT WAVE
TAIL WHIP

FIRE
NORMAL
FIRE
NORMAL

WOOPER ♂ WATER-GROUND




ABILITY: WATER ABSORB
ITEM: SOFT SAND

SLAM
DIG
YAWN
TAIL WHIP

NORMAL
GROUND
NORMAL
NORMAL

TOGEPI ♂ NORMAL



ABILITY: SERENE GRACE
ITEM: SHARP BEAK

CHARM
GROWL
PECK
METRONOME

NORMAL
NORMAL
FLYING
NORMAL



**BATTLE 4: LAMAG****GLASSES MAN ♂**

Lamag's Pokémon are mostly Water- and Flying-types—zap them with Electric-type moves to multiply the damage you inflict. Wingull, Tailow and Zubat have learned Quick Attack, a low-powered move that allows them to strike first in the round.

TAILLOW ♀

NORMAL-FLYING


 ABILITY: GUTS
 ITEM: FOCUS BAND

 QUICK ATTACK
 ENDEAVOR
 WING ATTACK
 RAGE

 NORMAL
 NORMAL
 FLYING
 NORMAL
WINGULL ♂

WATER-FLYING


 ABILITY: KEEN EYE
 ITEM: KING'S ROCK

 QUICK ATTACK
 AGILITY
 WING ATTACK
 WATER PULSE

 NORMAL
 PSYCHIC
 FLYING
 WATER
CARVANHA ♂

WATER-DARK


 ABILITY: ROUGH SKIN
 ITEM: LEFTOVERS

 TAKE DOWN
 SCARY FACE
 CRUNCH
 WATERFALL

 NORMAL
 NORMAL
 DARK
 WATER
ZUBAT ♀

POISON-FLYING


 ABILITY: INNER FOCUS
 ITEM: PERSIM BERRY

 QUICK ATTACK
 CONFUSE RAY
 POISON FANG
 AIR CUTTER

 NORMAL
 GHOST
 POISON
 FLYING
GOLDEEN ♀

WATER


 ABILITY: SWIFT SWIM
 ITEM: SCOPE LENS

 AGILITY
 HORN ATTACK
 WATER PULSE
 MUD SPORT

 PSYCHIC
 NORMAL
 WATER
 GROUND
TENTACOO ♂

WATER-POISON


 ABILITY: LIQUID Ooze
 ITEM: QUICK CLAW

 BUBBLEBEAM
 SLUDGE BOMB
 WRAP
 BARRIER

 WATER
 POISON
 NORMAL
 PSYCHIC
**BATTLE 5: BUSEN****CHASER ♀**

Give Busen's Normal-types and Dark-type a taste of your knuckle sandwich with fierce Fighting-type strikes. Poochyena's Thief skill and Zigzagoon's Trick move will swipe and swap your precious held items, but they won't be able to withstand an aggressive assault.

POOCHYENA ♂

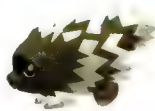
DARK


 ABILITY: RUN AWAY
 ITEM: —

 SWAGGER
 BITE
 TAKE DOWN
 THIEF

 NORMAL
 DARK
 NORMAL
 DARK
ZIGZAGOON ♀

NORMAL


 ABILITY: PICKUP
 ITEM: MACHO BRACE

 FLAIL
 HEADBUTT
 TAIL WHIP
 TRICK

 NORMAL
 NORMAL
 NORMAL
 PSYCHIC
RAITS ♂

PSYCHIC


 ABILITY: SYNCHRONIZE
 ITEM: LUM BERRY

 CONFUSION
 FUTURE SIGHT
 CALM MIND
 GROWL

 PSYCHIC
 PSYCHIC
 PSYCHIC
 NORMAL
SKITTY ♂

NORMAL


 ABILITY: CUTE CHARM
 ITEM: SCOPE LENS

 FAKE TEARS
 FAINT ATTACK
 CHARM
 TACKLE

 DARK
 DARK
 NORMAL
 NORMAL
WHISMUR ♀

NORMAL


 ABILITY: SOUNDPROOF
 ITEM: LEFTOVERS

 STOMP
 SUPERSONIC
 SCREECH
 HOWL

 NORMAL
 NORMAL
 NORMAL
 NORMAL
SHROOMISH ♂

GRASS


 ABILITY: EFFECT SPORE
 ITEM: QUICK CLAW

 STUN SPORE
 MEGA DRAIN
 LEECH SEED
 FAKE TEARS

 GRASS
 GRASS
 GRASS
 DARK
**BATTLE 6: YAGON****BODYBUILDER ♀**

Bodybuilder Yagon likes to crack heads with his Fighting- and Ground-type Pokémon—counter their brawn with Flying-type attacks. You should be able to muscle your way to victory, but beware of Makuhita's Fake Out strike—it'll cause your Pokémon to flinch.

MEDITATE ♂

FIGHTING-PSYCHIC


 ABILITY: PURE POWER
 ITEM: FOCUS BAND

 HI JUMP KICK
 BRICK BREAK
 MEDITATE
 FOCUS PUNCH

 FIGHTING
 FIGHTING
 PSYCHIC
 FIGHTING
MAKHITA ♀

FIGHTING


 ABILITY: THICK FAT
 ITEM: PERSIM BERRY

 FAKE OUT
 SMELLINGSALT
 SEISMIC TOSS
 ARM THRUST

 NORMAL
 NORMAL
 FIGHTING
 FIGHTING
MACHOP ♂

FIGHTING


 ABILITY: GUTS
 ITEM: SCOPE LENS

 SUBMISSION
 VITAL THROW
 FOCUS ENERGY
 LIGHT SCREEN

 FIGHTING
 FIGHTING
 NORMAL
 PSYCHIC
TEDDIURSA ♂

NORMAL


 ABILITY: PICKUP
 ITEM: LUM BERRY

 REST
 SNORE
 SCRATCH
 BULK UP

 PSYCHIC
 NORMAL
 NORMAL
 FIGHTING
PHANPY ♀

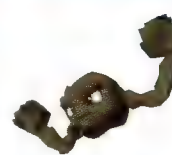
GROUND


 ABILITY: PICKUP
 ITEM: QUICK CLAW

 DEFENSE CURL
 ROLLOUT
 FLAIL
 BODY SLAM

 NORMAL
 ROCK
 NORMAL
 NORMAL
GEODUDE ♂

ROCK-GROUND


 ABILITY: STURDY
 ITEM: LEFTOVERS

 DEFENSE CURL
 ROLLOUT
 ROCK BLAST
 ROCK SLIDE

 NORMAL
 ROCK
 ROCK
 ROCK


SEMIFINAL: RADLE

FUN OLD MAN ♂



Old man Radle may have a funky three-pronged hairstyle, but his Ghost- and Psychic-type Pokémon are nothing to snicker at. Radle's team members tend to have high defensive stats, making the battles drag on and on. Prepare a Pokémon with a strong Water-type strike to hose down Houndour and Baltoy if he pitches them into the fray. Several of his Pokémon may try to confuse your team—send Pokémon into battle with a Persim Berry to help them recover. Radle will get under your skin with potent Ghost-type assaults, but Normal-types will get off scot-free. Use Dark-type attacks to take the hot air out of his two Ghost-type Pokémon.

DUSKULL ♂

GHOST



ABILITY: LEVITATE
ITEM: FOCUS BAND

NIGHT SHADE
FAINT ATTACK
CURSE
CONFUSE RAY

GHOST
DARK
?
GHOST

SHUPPET ♀

GHOST



ABILITY: INSOMNIA
ITEM: SCOPE LENS

FAINT ATTACK
SHADOW BALL
CURSE
NIGHT SHADE

DARK
GHOST
?
GHOST

NATU ♂

PSYCHIC-FLYING



ABILITY: SYNCHRONIZE
ITEM: PERSIM BERRY

CONFUSE RAY
GIGA DRAIN
NIGHT SHADE
DRILL PECK

GHOST
GRASS
GHOST
FLYING

BALTOY

GROUND-PSYCHIC



ABILITY: LEVITATE
ITEM: LEFTOVERS

PSYBEAM
COSMIC POWER
TOXIC
MUD-SLAP

PSYCHIC
PSYCHIC
POISON
GROUND

HOUDOUR ♀

DARK-FIRE



ABILITY: FLASH FIRE
ITEM: SITRUS BERRY

BITE
FLAMETHROWER
SNATCH
ROAR

DARK
FIRE
DARK
NORMAL

HOOTHOOT ♂

NORMAL-FLYING



ABILITY: INSOMNIA
ITEM: QUICK CLAW

HYPNOSIS
DREAM EATER
CONFUSION
FORESIGHT

PSYCHIC
PSYCHIC
PSYCHIC
NORMAL

FINAL: TANGUT

SUPERTRAINER ♀



Fans of Pokémon Ruby and Sapphire will notice that Tangut has chosen all three of the starting Pokémon from the games: Treecko, Torchic and Mudkip. Tangut hasn't risen to Supertrainer status without proving herself a superior tactician—she's taught her Pokémon some wickedly powerful attacks. Take special care to avoid pitching in Pokémon that have weaknesses to her Pokémon's skills—she won't hesitate to type-trump your Pokémon off the field. Also beware of Clamperl's devastating combo play: if it uses Rain Dance, its Waterfall will do double damage and set up Mudkip to do even worse damage with its own Water-type strikes when its Torrent ability kicks in.

TREECKO ♂

GRASS



ABILITY: OVERGROW
ITEM: LUM BERRY

BITE
GIGA DRAIN
AERIAL ACE
QUICK ATTACK

DARK
GRASS
FLYING
NORMAL

TORCHIC ♀

FIRE



ABILITY: BLAZE
ITEM: SITRUS BERRY

SAND-ATTACK
FLAMETHROWER
SLASH
QUICK ATTACK

GROUND
FIRE
NORMAL
NORMAL

MUDKIP ♂

WATER



ABILITY: TORRENT
ITEM: FOCUS BAND

WATERFALL
TAKE DOWN
DIG
MIRROR COAT

WATER
NORMAL
GROUND
PSYCHIC

PIKACHU ♂

ELECTRIC



ABILITY: STATIC
ITEM: LIGHT BALL

THUNDERBOLT
SLAM
LIGHT SCREEN
THUNDER WAVE

ELECTRIC
NORMAL
PSYCHIC
ELECTRIC

CLAMPERL ♀

WATER



ABILITY: SHELL ARMOR
ITEM: DEEPSEATOOTH

WATERFALL
CONFUSE RAY
RAIN DANCE
BLIZZARD

WATER
GHOST
WATER
ICE

WYNAUT ♂

PSYCHIC



ABILITY: SHADOW TAG
ITEM: LAX INCENSE

COUNTER
MIRROR COAT
ENCORE
SAFEGUARD

FIGHTING
PSYCHIC
NORMAL
NORMAL

PYRITE COLOSSEUM

LEVEL 50: SINGLE BATTLE

POKé COUPON: 1,000 points

THE FINE ART OF THE SWAP

In Pyrite Colosseum, you'll need to utilize the type-trumping fundamentals you learned in Phenac Stadium and master another new strategy: swapping. To learn more about swapping your Pokémon strategically to use your type-trumping attacks, flip to page 11. Your rivals will play mostly pre-evolved Pokémon, but don't underestimate the ferocity of your foes. If swapping offensively won't help because all your Pokémon lack type-trumping attacks, use brute force and hit them with physical attacks. You'll face many Normal-types, so think about stocking your team with Fighting-type Pokémon that have same-type attacks—just watch out for the common Flying-types.



You'll face only two Dragon-type Pokémon in Pyrite Colosseum, but they're dangerous—counter their power with Ice- and Dragon-type strikes delivered by non-Dragon-types.

NUMBER OF TYPES YOU'LL FACE

NORMAL	11	FLYING	7
FIRE	1	PSYCHIC	3
WATER	8	BUG	4
ELECTRIC	5	ROCK	8
GRASS	6	GHOST	2
ICE	2	DRAGON	2
FIGHTING	2	DARK	3
POISON	1	STEEL	3
GROUND	3		



RECOMMENDED ATTACK/POKéMON TYPES

FIRE

Strike with Fire-type attacks to roast your opponent's Bug-, Grass-, Ice- and Steel-types. Fire-type strikes are one of only two attack types that are supereffective against Steel-types.

ELECTRIC

A large portion of Pyrite opponents are Flying- and Water-type Pokémon—play Pokémon with juiced-up Electric-type attacks to type-trump them with high-voltage jolts.

GRASS

Water- and Rock-type Pokémon are plentiful in Pyrite Colosseum, so you'd better bring along at least one Pokémon with a damaging Grass-type attack.

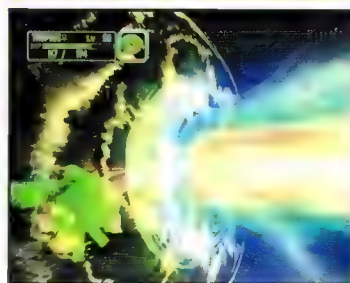
ICE

Chill out your foe's Grass-, Ground-, Flying- and Dragon-types with an Ice-type strike. If you use an Ice-type Pokémon to get the same-type multiplier, beware common Rock- and Fighting-type attacks.

FIGHTING

Pyrite Colosseum's Trainers have packed their squads with Normal-type Pokémon—take along a Fighting-type Pokémon with same-type attacks to smack them into submission.

SPECIFIC MOVE RECOMMENDATIONS



Give your opponent's Water-, Ground- and Rock-types a sunburn with Solarbeam, a dazzling Grass-type attack.



Beat down the vast number of Rock-type Pokémon with Water-type strikes like Surf.



TRAINER ALERT!

BATTLE 2: KUKLA

The cool and calculating Kukla has instructed all of his Pokémon in the science of paralyzation. Stock your team with Pokémon armed with Ground-type attacks to dispatch his Electric-types and thwart his paralytic pursuits. Give your Pokémon Persim Berries—or, better yet, Lum Berries—to help them overcome a Paralyze condition.



BATTLE 1: OMARL
GLASSES MAN ♂

Exploit the weakness of Omarl's Flying- and Dragon-type Pokémon by attacking with Ice-type attacks like Ice Beam. If you lack Ice-type skills, punch the lights out of his Normal-type Pokémon with offensive Fighting-type strikes.

DELIBIRD ♂

ICE-FLYING



ABILITY: HUSTLE
ITEM: CHOICE BAND

PRESENT
AERIAL ACE
FOCUS PUNCH
AURORA BEAM

NORMAL
FLYING
FIGHTING
ICE

SWABLU ♂

NORMAL-FLYING



ABILITY: NATURAL CURE
ITEM: METAL COAT

FLY
TOXIC
MIRROR MOVE
AGILITY

FLYING
POISON
FLYING
PSYCHIC

VIBRAVA ♂

GROUND-DRAGON



ABILITY: LEVITATE
ITEM: SOFT SAND

FAINT ATTACK
DRAGONBREATH
DIG
FOCUS ENERGY

DARK
DRAGON
GROUND
NORMAL

DODUO ♂

NORMAL-FLYING



ABILITY: EARLY BIRD
ITEM: SHARP BEAK

FLY
TRI ATTACK
TOXIC
SUPERSONIC

FLYING
NORMAL
POISON
NORMAL

HOOTHOOT ♂

NORMAL-FLYING



ABILITY: KEEN EYE
ITEM: TWISTED SPOON

RETURN
HYPNOSIS
DREAM EATER
WING ATTACK

NORMAL
PSYCHIC
PSYCHIC
FLYING

WINGULL ♂

WATER-FLYING



ABILITY: KEEN EYE
ITEM: MYSTIC WATER

AGILITY
AERIAL ACE
WATER PULSE
TWISTER

PSYCHIC
FLYING
WATER
DRAGON

BATTLE 2: KUKLA
RESEARCHER ♂

Kukla will command his Pokémon to use their Thunder Wave and Stun Spore attacks to paralyze your forces, leaving you helpless. Bust out your best Ground-type assaults to power down his Electric-type Pokémon and send him back to the lab.

MAREEP ♂

ELECTRIC



ABILITY: STATIC
ITEM: MAGNET

THUNDER WAVE
IRON TAIL
THUNDER
BODY SLAM

ELECTRIC
STEEL
ELECTRIC
NORMAL

MAGNEMITE

ELECTRIC-STEEL



ABILITY: MAGNET PULL
ITEM: SILK SCARF

THUNDER WAVE
METAL SOUND
THUNDER
RETURN

ELECTRIC
STEEL
ELECTRIC
NORMAL

VOLTORB

ELECTRIC



ABILITY: STATIC
ITEM: CITRUS BERRY

SCREECH
MIRROR COAT
SPARK
FRUSTRATION

NORMAL
PSYCHIC
ELECTRIC
NORMAL

CHINCHOU ♂

WATER-ELECTRIC



ABILITY: VOLT ABSORB
ITEM: MYSTIC WATER

THUNDER WAVE
CONFUSE RAY
HYDRO PUMP
BLIZZARD

ELECTRIC
GHOST
WATER
ICE

SKIPLOOM ♂

GRASS-FLYING



ABILITY: CHLOROPHYLL
ITEM: MIRACLE SEED

STUN SPORE
MEGA DRAIN
AERIAL ACE
ENCORE

GRASS
GRASS
FLYING
NORMAL

GLOOM ♂

GRASS-POISON



ABILITY: CHLOROPHYLL
ITEM: PERSIM BERRY

STUN SPORE
MOONLIGHT
PETAL DANCE
FLAIL

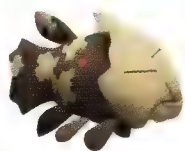
GRASS
NORMAL
GRASS
NORMAL

BATTLE 3: SEET
BODYBUILDER ♂

Seet may appear to be an overmuscled meathead, but he had the smarts to teach his Pokémon the Double-Edge skill, which does a huge amount of damage then self-inflicts one-third of the pain, which barely nicks his high-HP team. Bury his squad with Ground-type attacks.

RELICANTH ♂

WATER-ROCK



ABILITY: ROCK HEAD
ITEM: MYSTIC WATER

DOUBLE-EDGE
ANCIENTPOWER
HYDRO PUMP
MAGNITUDE

NORMAL
ROCK
WATER
GROUND

LAIRON ♂

STEEL-ROCK



ABILITY: ROCK HEAD
ITEM: METAL COAT

DOUBLE-EDGE
IRON TAIL
AERIAL ACE
DIG

NORMAL
STEEL
FLYING
GROUND

SUDOWOODO ♂

ROCK



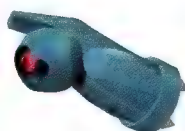
ABILITY: ROCK HEAD
ITEM: BLACKGLASSES

DOUBLE-EDGE
DIG
BRICK BREAK
SANDSTORM

NORMAL
GROUND
FIGHTING
ROCK

BELDUM

STEEL-PSYCHIC



ABILITY: CLEAR BODY
ITEM: CHOICE BAND

TAKE DOWN

NORMAL

GRAVELER ♂

ROCK-GROUND



ABILITY: ROCK HEAD
ITEM: SOFT SAND

DOUBLE-EDGE
MAGNITUDE
ROCK TOMB
ROCK SLIDE

NORMAL
GROUND
ROCK
ROCK

SHELGON ♂

DRAGON



ABILITY: ROCK HEAD
ITEM: CHARCOAL

DOUBLE-EDGE
BRICK BREAK
AERIAL ACE
DRAGON DANCE

NORMAL
FIGHTING
FLYING
DRAGON



BATTLE 4: CHARL

COOLTRAINER ♀

Charl's Pokémon are all pre-evolved, which means that they've gained many moves that their evolved counterparts wouldn't have. All six of her Pokémon are different types, making offensive type-trumping difficult, but watch your types defensively and take it one Pokémon at a time.

PIKACHU ♀

ELECTRIC



ABILITY: STATIC
ITEM: LIGHT BALL

THUNDER WAVE
BRICK BREAK
THUNDERBOLT
IRON TAIL

ELECTRIC
FIGHTING
ELECTRIC
STEEL

PHANPY ♀

GROUND



ABILITY: PICKUP
ITEM: SALAC BERRY

ENDURE
FLAIL
EARTHQUAKE
ANCIENTPOWER

NORMAL
NORMAL
GROUND
ROCK

PSYDUCK ♀

WATER



ABILITY: CLOUD NINE
ITEM: QUICK CLAW

ICE BEAM
HYDRO PUMP
CROSS CHOP
PSYCHIC

ICE
WATER
FIGHTING
PSYCHIC

CHIKORITA ♀

GRASS



ABILITY: OVERGROW
ITEM: SCOPE LENS

RAZOR LEAF
BODY SLAM
SYNTHESIS
ANCIENTPOWER

GRASS
NORMAL
GRASS
ROCK

TEDDIURSA ♀

NORMAL



ABILITY: PICKUP
ITEM: BRIGHT POWDER

AERIAL ACE
BRICK BREAK
SLASH
EARTHQUAKE

FLYING
FIGHTING
NORMAL
GROUND

VULPIX ♀

FIRE



ABILITY: FLASH FIRE
ITEM: LUM BERRY

FIRE BLAST
WILL-O-WISP
CONFUSE RAY
FAINT ATTACK

FIRE
FIRE
GHOST
DARK



BATTLE 5: SENTON

ATHLETE ♂

With supporting status-inflicting Pokémon at his disposal, Senton can wreak havoc on your squad. However, his Pokémon tend to have low HP and Special Defense stats, so use Fire- and Dark-type attacks to defeat him before they can mess with you.

SUNFLORA ♂

GRASS



ABILITY: CHLOROPHYLL
ITEM: MIRACLE SEED

BULLET SEED
INGRAIN
RAZOR LEAF
LEECH SEED

GRASS
GRASS
GRASS
GRASS

HERACROSS ♂

BUG-FIGHTING



ABILITY: SWARM
ITEM: BLACK BELT

BULK UP
HORN ATTACK
ROCK SMASH
BIDE

FIGHTING
NORMAL
FIGHTING
NORMAL

CHIMECHO ♂

PSYCHIC



ABILITY: LEVITATE
ITEM: TWISTED SPOON

ASTONISH
CONFUSION
HEAL BELL
HYPNOSIS

GHOST
PSYCHIC
NORMAL
PSYCHIC

NINJASK ♂

BUG-FLYING



ABILITY: SPEED BOOST
ITEM: SILVER POWDER

SCREECH
FURY SWIPES
FURY CUTTER
GUST

NORMAL
NORMAL
BUG
FLYING

SHARPEDO ♂

WATER-DARK



ABILITY: ROUGH SKIN
ITEM: SILK SCARF

SWAGGER
SCREECH
TORMENT
THRASH

NORMAL
NORMAL
DARK
NORMAL

BANETTE ♂

GHOST



ABILITY: INSOMNIA
ITEM: SPELL TAG

NIGHT SHADE
SPITE
SNATCH
DISABLE

GHOST
GHOST
DARK
NORMAL



BATTLE 6: RETAY

WORKER ♂

Retay has assembled a team of exclusively Normal-type Pokémon, but they each wield a wide array of move and attack types. Mop the floor with Retay's Normal-type crew by tossing in a Pokémon with a burly Fighting-type strike.

SPINDA ♀

NORMAL



ABILITY: OWN TEMPO
ITEM: SILK SCARF

DIZZY PUNCH
TEETER DANCE
PSYBEAM
ASSIST

NORMAL
NORMAL
PSYCHIC
NORMAL

LOUDRED ♂

NORMAL



ABILITY: SOUNDPROOF
ITEM: TWISTED SPOON

ASTONISH
ROAR
STOMP
EXTRA SENSORY

GHOST
NORMAL
NORMAL
PSYCHIC

LINOONE ♂

NORMAL



ABILITY: PICKUP
ITEM: SILVER POWDER

COVET
PIN MISSILE
DIG
CHARM

NORMAL
BUG
GROUND
NORMAL

KECLEON ♂

NORMAL



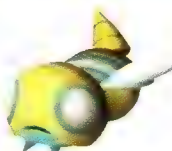
ABILITY: COLOR CHANGE
ITEM: HARD STONE

AERIAL ACE
SLASH
ANCIENTPOWER
DISABLE

FLYING
NORMAL
ROCK
NORMAL

DUNSPARCE ♂

NORMAL



ABILITY: SERENE GRACE
ITEM: NEVERMELTICE

THUNDER
ICE BEAM
ANCIENTPOWER
HEADBUTT

ELECTRIC
ICE
ROCK
NORMAL

FURRET ♀

NORMAL



ABILITY: KEEN EYE
ITEM: SPELL TAG

DIG
SHADOW BALL
DOUBLE-EDGE
ASSIST

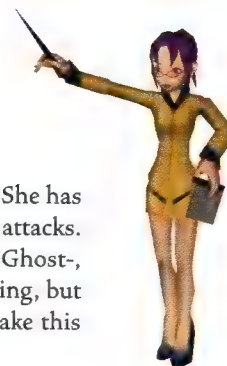
GROUND
GHOST
NORMAL
NORMAL



SEMIFINAL: CARDEN

TEACHER ♀

You'd better have studied type-trumping tactics, because Carden is about to administer a grueling examination. She has selected a diverse group of Pokémon, but you can type-trump many of them by using Fighting- and Grass-type attacks. Shedinja's Wonder Guard ability makes it immune to any attack that is not supereffective—only Fire-, Flying-, Ghost-, Rock- and Dark-type special attacks will damage it. Kadabra is quick and its move-disabling attacks are annoying, but its lack of an effective offensive attack makes it a mere nuisance. Follow the type-trumping fundamentals to take this teacher to school.



CORSOLA ♀

WATER-ROCK



ABILITY: HUSTLE
ITEM: HARD STONE

REFRESH
SPIKE CANNON
ROCK BLAST
SCREECH

NORMAL
NORMAL
ROCK
NORMAL

SNEASEL ♂

DARK-ICE



ABILITY: KEEN EYE
ITEM: NEVERMELTICE

FAINT ATTACK
TAUNT
ICY WIND
COUNTER

DARK
DARK
ICE
FIGHTING

KADABRA ♂

PSYCHIC



ABILITY: SYNCHRONIZE
ITEM: TWISTED SPOON

TAUNT
DISABLE
PSYBEAM
ENCORE

DARK
NORMAL
PSYCHIC
NORMAL

SHEDINJA

BUG-GHOST



ABILITY: WONDER GUARD
ITEM: BLACKGLASSES

MIND READER
FURY SWIPES
FLASH
FAINT ATTACK

NORMAL
NORMAL
NORMAL
DARK

HITMONTOP ♂

FIGHTING



ABILITY: INTIMIDATE
ITEM: BLACK BELT

DETECT
TRIPLE KICK
FOCUS ENERGY
MACH PUNCH

FIGHTING
FIGHTING
NORMAL
FIGHTING

STANTLER ♀

NORMAL



ABILITY: INTIMIDATE
ITEM: MAGNET

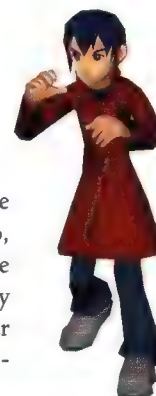
CALM MIND
SHOCK WAVE
BITE
EXTRASENSORY

PSYCHIC
ELECTRIC
DARK
PSYCHIC

FINAL: GALLY

SUPERTRAINER ♂

Gally's team combines powerful healing and status-inflicting abilities with strong offensive attacks. Wash away the Rock-types with Water-type assaults. If Lombre uses Rain Dance, expect its Rain Dish to heal its HP each turn. Also, Lombre's Leech Seed attack allows it to heal itself by draining your Pokémon's energy vampirically—swap out the infected Pokémon and dispatch Lombre swiftly with a Poison- or Flying-type attack to avoid a protracted battle. Every Pokémon on Gally's team is a serious threat, but Clamperl is particularly noxious—its Toxic attack will brutalize your Pokémon with a potent poison. Zap Clamperl with a powerful Electric-type strike to sink it before it has a chance to poison your Pokémon.



NOSEPASS ♂

ROCK



ABILITY: STURDY
ITEM: QUICK CLAW

THUNDER WAVE
ROCK SLIDE
THUNDERBOLT
MAGNITUDE

ELECTRIC
ROCK
ELECTRIC
GROUND

LOMBRE ♀

WATER-GRASS



ABILITY: RAIN DISH
ITEM: LEFTOVERS

RAIN DANCE
TOXIC
WATER PULSE
LEECH SEED

WATER
POISON
WATER
GRASS

NUZLEAF ♂

GRASS-DARK



ABILITY: EARLY BIRD
ITEM: BLACKGLASSES

SWAGGER
TORMENT
FAINT ATTACK
LEECH SEED

NORMAL
DARK
DARK
GRASS

CLAMPERL ♀

WATER



ABILITY: SHELL ARMOR
ITEM: DEEPSEASCALE

CLAMP
IRON DEFENSE
TOXIC
CONFUSE RAY

WATER
STEEL
POISON
GHOST

LILEEP ♀

ROCK-GRASS



ABILITY: SUCTION CUPS
ITEM: HARD STONE

ACID
ANCIENTPOWER
GIGA DRAIN
BARRIER

POISON
ROCK
GRASS
PSYCHIC

ANORITH ♂

ROCK-BUG



ABILITY: BATTLE ARMOR
ITEM: SILVER POWDER

ROCK BLAST
FURY CUTTER
METAL CLAW
SWORDS DANCE

ROCK
BUG
STEEL
NORMAL

PYRITE COLOSSEUM

LEVEL 50: DOUBLE BATTLE POKé COUPON: 1,000 points

THE POWER OF THE PRE-EVOLVED

The trainers in Pyrite Colosseum have held back the evolution of their Pokémon to allow them to access moves sooner. They may not have the high stats of more-evolved Pokémon, but you'll see some surprising attacks. By this time, you should be a veteran offensive type-trumper, but you can no longer get away with concentrating only on offense—rival Trainers will strike at your Pokémon's weaknesses if you don't contemplate your defensive matchups carefully. You'll face more Water-, Ground- and Rock-type Pokémon than any other type—use the information below to craft a crew that will strike where your enemy is weakest.



Watch out for Water-type Pokémon with withering same-type attacks, like Bubblebeam or Waterfall. Avoid using the Rain Dance move, or you'll make them far more powerful.

NUMBER OF TYPES YOU'LL FACE

NORMAL	4	FLYING	4
FIRE	1	PSYCHIC	5
WATER	10	BUG	6
ELECTRIC	5	ROCK	8
GRASS	4	GHOST	0
ICE	3	DRAGON	3
FIGHTING	1	DARK	1
POISON	2	STEEL	5
GROUND	9		



RECOMMENDED ATTACK/POKéMON TYPES

GRASS

Counter Water-, Ground- and Rock-type Pokémon by playing Grass-types with same-type attacks. If you use a Grass-type Pokémon, you'll be taking a big risk: it's weak to five types of attacks.

GROUND

Flatten your opponent's Electric- and Rock-type Pokémon with Earthquake, an effective Ground-type strike. Pair the attacker with a Flying-type so its partner won't be caught in the blast damage.

FLYING

Flying-type Pokémon can't be damaged by Ground-type attacks. Flying-types are especially helpful when you face foes like Mauri, who has two Pokémon that use the brutal Earthquake attack.

PSYCHIC

Include a Psychic-type Pokémon in your squad—they often have a high Speed stat that may allow them to attack first. Use Psychic-types to inflict your opponents with status conditions like Confuse.

STEEL

Toxic is a vicious Poison-type attack—unlike other poisons, the damage Toxic inflicts increases exponentially each round. Counter with Steel-types, which are immune to Poison-type attacks.

SPECIFIC MOVE RECOMMENDATIONS



When you go up against Pokémon that use Reflect or Light Screen, bust through with Brick Break.



Flame-broil your foe's Grass-, Steel- and Bug-type Pokémon with a searing Fire-type attack like Flamethrower.



TRAINER ALERT!

FINAL: MAURI

If you want to really lay the smack down on Mauri in the final round, you'll need to pack in a couple of fast Flying-type Pokémon with powerful attacks. Don't unbalance your squad by overloading it with Flying-types—you'll need a wide variety of types and attacks to reach the final round.



BATTLE 1: BUSIK

ATHLETE ♂

Busik must have been too busy working out to train his Pokémon properly—attack aggressively with type-trumping strikes. While you're at it, teach Wailmer and Corphish that water and electricity don't mix—hit them with Electric-type strikes.

WAILMER ♂

WATER



ABILITY: OBLIVIOUS
ITEM: LEFTOVERS

WATER PULSE
AMNESIA
ROCK TOMB
MIST

WATER
PSYCHIC
ROCK
ICE

CORPHISH ♀

WATER



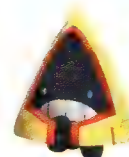
ABILITY: SHELL ARMOR
ITEM: FOCUS BAND

MUD SPORT
BUBBLEBEAM
TAUNT
AERIAL ACE

GROUND
WATER
DARK
FLYING

SNORUNT ♂

ICE



ABILITY: INNER FOCUS
ITEM: LUM BERRY

ICY WIND
BITE
HAIL
POWDER SNOW

ICE
DARK
ICE
ICE

SWINUB ♂

ICE-GROUND



ABILITY: OBLIVIOUS
ITEM: QUICK CLAW

HAIL
ENDURE
TOXIC
ROCK SMASH

ICE
NORMAL
POISON
FIGHTING

SENTRET ♀

NORMAL



ABILITY: KEEN EYE
ITEM: SITRUS BERRY

FURY SWIPES
SLAM
QUICK ATTACK
DIG

NORMAL
NORMAL
NORMAL
GROUND

LEDYBA ♀

BUG-FLYING



ABILITY: EARLY BIRD
ITEM: PERSIM BERRY

SWIFT
PSYBEAM
GIGA DRAIN
REFLECT

NORMAL
PSYCHIC
GRASS
PSYCHIC

BATTLE 2: TRIA

ATHLETE ♀

Tria's Feebas has learned Mirror Coat, a move that allows it to strike second, counterattacking with double the special attack damage you inflicted on it. If it uses the move, avoid attacking with special attacks and assault it with hard-hitting physical attacks instead.

SWABLU ♂

STEEL-ROCK



ABILITY: NATURAL CURE
ITEM: PERSIM BERRY

TAKE DOWN
SAFEGUARD
FURY ATTACK
SING

NORMAL
NORMAL
NORMAL
NORMAL

FEEBAS ♀

WATER



ABILITY: SWIFT SWIM
ITEM: QUICK CLAW

CONFUSE RAY
MIRROR COAT
WATERFALL
FLAIL

GHOST
PSYCHIC
WATER
NORMAL

CHINCHOU ♂

WATER-ELECTRIC



ABILITY: VOLT ABSORB
ITEM: LEFTOVERS

THUNDER WAVE
CONFUSE RAY
SPARK
WATER PULSE

ELECTRIC
GHOST
ELECTRIC
WATER

ARON ♂

STEEL-ROCK



ABILITY: STURDY
ITEM: SCOPE LENS

METAL CLAW
HEADBUTT
DIG
METAL SOUND

STEEL
NORMAL
GROUND
STEEL

BARBOACH ♀

WATER-GROUND



ABILITY: OBLIVIOUS
ITEM: CHESTO BERRY

SPARK
REST
AMNESIA
FUTURE SIGHT

ELECTRIC
PSYCHIC
PSYCHIC
PSYCHIC

HOPPIP ♀

GRASS-FLYING



ABILITY: CHLOROPHYLL
ITEM: LUM BERRY

COTTON SPORE
MEGA DRAIN
LEECH SEED
SLEEP POWDER

GRASS
GRASS
GRASS
GRASS

BATTLE 3: STURK

LADY ♀

Shake down Sturk's Electric-type Pokémon—Electrike and Mareep—with a bone-jarring Ground-type strike like Earthquake. Beldum holds a Choice Band, which it will use to multiply its Take Down attack damage by 1.5—smite the juggernaut with a Sleep condition.

BAGON ♂

DRAGON



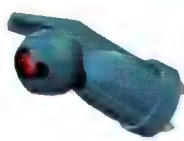
ABILITY: ROCK HEAD
ITEM: FOCUS BAND

HEADBUTT
DRAGONBREATH
SCARY FACE
LEER

NORMAL
DRAGON
NORMAL
NORMAL

BELDUM

STEEL-PSYCHIC



ABILITY: CLEAR BODY
ITEM: CHOICE BAND

TAKE DOWN

NORMAL

STARYU ♀

WATER



ABILITY: NATURAL CURE
ITEM: SCOPE LENSE

THUNDER
BUBBLEBEAM
LIGHT SCREEN
CAMOUFLAGE

ELECTRIC
WATER
PSYCHIC
NORMAL

ELECTRIKE ♀

ELECTRIC



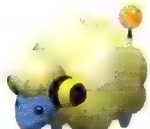
ABILITY: STATIC
ITEM: PERSIM BERRY

SPARK
BITE
QUICK ATTACK
HOWL

ELECTRIC
DARK
NORMAL
NORMAL

MAREEP ♀

ELECTRIC



ABILITY: STATIC
ITEM: QUICK CLAW

GROWL
THUNDER WAVE
COTTON SPORE
SHOCK WAVE

NORMAL
ELECTRIC
GRASS
ELECTRIC

LARVITAR ♀

ROCK-GROUND



ABILITY: GUTS
ITEM: LUM BERRY

THRASH
DIG
PURSUIT
SANDSTORM

NORMAL
GROUND
DARK
ROCK



BATTLE 4: SYMIN

RICH BOY ♂

Although its attacks aren't all that powerful, Abra's Fire-, Ice- and Electric-type strikes could allow it to target your Pokémon's weaknesses—lay into it with a Bug-, Ghost- or Dark-type hit to dispatch it before it can lay waste to your team.

SANDSHREW ♂

GROUND



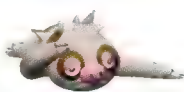
ABILITY: SAND VEIL
ITEM: QUICK CLAW

SLASH
TOXIC
DIG
SAND TOMB

NORMAL
POISON
GROUND
GROUND

SLAKOTH ♂

NORMAL



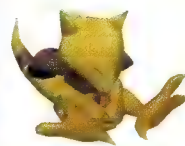
ABILITY: TRUANT
ITEM: CHOICE BAND

SLASH
SHADOW BALL
FAINT ATTACK
AERIAL ACE

NORMAL
GHOST
DARK
FLYING

ABRA ♂

PSYCHIC



ABILITY: SYNCHRONIZE
ITEM: LUM BERRY

REFLECT
FIRE PUNCH
THUNDERPUNCH
ICE PUNCH

PSYCHIC
FIRE
ELECTRIC
ICE

CHIKORITA ♂

GRASS



ABILITY: OVERGROW
ITEM: PERSIM BERRY

RAZOR LEAF
BODY SLAM
SOLARBEAM
ANCIENTPOWER

GRASS
NORMAL
GRASS
ROCK

CYNDQUIL ♀

FIRE



ABILITY: BLAZE
ITEM: SCOPE LENS

FLAME WHEEL
AERIAL ACE
DIG
SWIFT

FIRE
FLYING
GROUND
NORMAL

TOTODILE ♂

WATER



ABILITY: TORRENT
ITEM: FOCUS BAND

SLASH
WATERFALL
BITE
SCARY FACE

NORMAL
WATER
DARK
NORMAL



BATTLE 5: GOLOG

HUNTER ♂

Five of Golog's six Pokémon are Bug-types—exterminate the pests with Fire-, Flying- or Rock-type attacks. Dustox and Ariados are armed with Toxic; if you have one handy, play a Steel-type Pokémon—it will effortlessly neutralize Toxic's venom.

MASQUERAIN ♂

BUG-FLYING



ABILITY: INTIMIDATE
ITEM: SCOPE LENS

GIGA DRAIN
BUGZANKO
STUN SPORE
WATER PULSE

GRASS
ICE
GRASS
WATER

NUZLEAF ♂

GRASS-DARK



ABILITY: EARLY BIRD
ITEM: FOCUS BAND

EXTRASENSORY
SHADOW BALL
GIGA DRAIN
LEECH SEED

PSYCHIC
GHOST
GRASS
GRASS

BEAUTIFLY ♀

BUG-FLYING



ABILITY: SWARM
ITEM: PERSIM BERRY

SILVER WIND
GIGA DRAIN
ATTRACT
SAFEGUARD

BUG
GRASS
NORMAL
NORMAL

DUSTOX ♂

BUG-POISON



ABILITY: SHIELD DUST
ITEM: CHERI BERRY

SILVER WIND
AERIAL ACE
TOXIC
LIGHT SCREEN

BUG
FLYING
POISON
PSYCHIC

LEDIAN ♀

BUG-FLYING



ABILITY: EARLY BIRD
ITEM: LUM BERRY

GIGA DRAIN
SILVER WIND
TOXIC
LIGHT SCREEN

GRASS
BUG
POISON
PSYCHIC

ARIADOS ♂

BUG-POISON



ABILITY: INSOMNIA
ITEM: QUICK CLAW

SIGNAL BEAM
NIGHT SHADE
TOXIC
SPIDER WEB

BUG
GHOST
POISON
BUG



BATTLE 6: LABER

WORKER ♂

Laber has chosen an eclectic mix of Pokémon. Toss in a Water-type Pokémon with same-type attacks to double-type-trump Graveler and Pupitar. If Skiploom hits the field, it'll likely use Sunny Day—take Skiploom out quickly before it can use its sun-charged Solarbeam.

VIBRAVA ♀

GROUND-DRAGON



ABILITY: LEVITATE
ITEM: SCOPE LENS

QUICK ATTACK
CRUNCH
HYPER BEAM
DRAGONBREATH

NORMAL
DARK
NORMAL
DRAGON

LOUDRED ♂

NORMAL



ABILITY: SOUNDPROOF
ITEM: LEFTOVERS

UPROAR
SHADOW BALL
ROAR
SCREECH

NORMAL
GHOST
NORMAL
NORMAL

GRAVELER ♂

ROCK-GROUND



ABILITY: ROCK HEAD
ITEM: FOCUS BAND

ROCK BLAST
BRICK BREAK
DOUBLE-EDGE
MAGNITUDE

ROCK
FIGHTING
NORMAL
GROUND

FLAAFFY ♀

ELECTRIC



ABILITY: STATIC
ITEM: LUM BERRY

THUNDER WAVE
THUNDERBOLT
IRON TAIL
PROTECT

ELECTRIC
ELECTRIC
STEEL
NORMAL

SKIPLOOM ♀

GRASS



ABILITY: CHLOROPHYLL
ITEM: PERSIM BERRY

COTTON SPORE
SLEEP POWDER
SOLARBEAM
SUNNY DAY

GRASS
GRASS
GRASS
FIRE

PUPITAR ♂

ROCK-GROUND



ABILITY: SHED SKIN
ITEM: QUICK CLAW

THRASH
EARTHQUAKE
CRUNCH
SANDSTORM

NORMAL
GROUND
DARK
ROCK





SEMIFINAL: GRAT

LADY IN SUIT ♀



Grat is a skillful tactician who has assembled a dangerous crew. Kirlia is a fast Psychic-type armed with Thunderbolt—knock it out as soon as Grat pitches it in. Don't go for the same-type multiplier; Sealeo and Seadra will obliterate a Grass-type Pokémon with their Ice-type attacks. Grat's three Water-type Pokémon—Sealeo, Marstomp and Seadra—are vulnerable to Electric-type attacks, but Grat will often pair them with Rhyhorn, whose Lightningrod ability draws Electric-type attacks away from his Water-type teammates and absorbs it without consequence. The Water-types are also vulnerable to Grass-type strikes.

KIRLIA ♀  ABILITY: SYNCHRONIZE ITEM: PERSIM BERRY GROWL PSYCHIC THUNDERBOLT LIGHT SCREEN NORMAL PSYCHIC ELECTRIC PSYCHIC	SEALEO ♂  ABILITY: THICK FAT ITEM: LEFTOVERS POWDER SNOW AURORA BEAM BODY SLAM BLIZZARD ICE-WATER ICE ICE NORMAL ICE	RHYHORN ♂  ABILITY: LIGHTNINGROD ITEM: SCOPE LENS TAIL WHIP ROCK BLAST TAKE DOWN SCARY FACE GROUND-ROCK NORMAL ROCK NORMAL NORMAL
VOLTORB  ABILITY: SOUNDPROOF ITEM: KING'S ROCK SWIFT THUNDERBOLT TOXIC SONICBOOM ELECTRIC NORMAL ELECTRIC POISON NORMAL	MARSHTOMP ♂  ABILITY: TORRENT ITEM: FOCUS BAND MUDDY WATER ENDEAVOR WATER PULSE MUD SHOT WATER-GROUND WATER NORMAL WATER GROUND	SEADRA ♀  ABILITY: POISON POINT ITEM: LUM BERRY TWISTER ICE BEAM WATERFALL DRAGONBREATH WATER DRAGON ICE WATER DRAGON






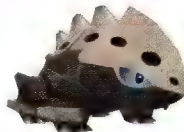


FINAL: MAURI

SUPERTRAINER ♂



The battle royale with Mauri is a perfect time to play your Flying-type Pokémon. They enjoy several huge advantages over Mauri's crew—they can effortlessly hover over Earthquake attacks, they're naturally resistant to Metang's, Vigoroth's and Machoke's Fighting-type strikes and they can use Flying-type moves to destroy Machoke. Kadabra has an extremely high Special Attack stat and a miserably low Defense stat—play a speedy Pokémon with a harsh physical attack to dispatch it before it can put the hurt on your crew. Mauri's Pokémon may use Protect to shield themselves from Machoke and Lairon's Earthquake attack while your crew gets rumbled.

KADABRA ♂  ABILITY: INNER FOCUS ITEM: LUM BERRY PSYCHIC FIRE PUNCH PROTECT ICE PUNCH PSYCHIC FIRE NORMAL ICE	METANG  ABILITY: CLEAR BODY ITEM: PERSIM BERRY METEOR MASH PSYCHIC BRICK BREAK PROTECT STEEL-PSYCHIC STEEL PSYCHIC FIGHTING NORMAL	SHELGON ♀  ABILITY: ROCK HEAD ITEM: QUICK CLAW DOUBLE-EDGE AERIAL ACE BRICK BREAK PROTECT DRAGON NORMAL FLYING FIGHTING NORMAL
MACHOKE ♂  ABILITY: GUTS ITEM: FOCUS BAND CROSS CHOP EARTHQUAKE ROCK TOMB SCARY FACE FIGHTING FIGHTING GROUND ROCK NORMAL	VIGOROTH ♂  ABILITY: VITAL SPIRIT ITEM: SCOPE LENS SLASH FOCUS ENERGY ENDURE FOCUS PUNCH NORMAL NORMAL NORMAL FIGHTING	LAIRON ♂  ABILITY: ROCK HEAD ITEM: LEFTOVERS EARTHQUAKE BODY SLAM AERIAL ACE PROTECT STEEL-ROCK GROUND NORMAL FLYING NORMAL



UNDER COLOSSEUM

LEVEL 50: SINGLE BATTLE

POKé COUPON: 1,500 points

OUT FROM UNDERNEATH

Under Colosseum competitors don't rely merely on type-trumping tactics. Many of their Pokémon have moves that build up catastrophic combos. Their teams also work together to put powerful combos into play. One Pokémon may alter the weather, for instance, followed by a second Pokémon whose primary attack feeds off the climatic change. Under Colosseum battles are drawn-out fights, prolonged by healing moves and crippling condition-inflictions. Since your foes will tend to fight using Flying-, Bug- and Rock-type Pokémon with same-type attacks, use the recommended attack types below to sustain yourself over the long haul.



Status effects and healing are mainstays of Under Colosseum battles, so expect a long tug-of-war with each team. The key to winning is to whittle away your foes faster than they can take nicks out of your team.

NUMBER OF TYPES YOU'LL FACE

NORMAL	5	FLYING	7
FIRE	3	PSYCHIC	5
WATER	6	BUG	9
ELECTRIC	2	ROCK	8
GRASS	7	GHOST	1
ICE	3	DRAGON	0
FIGHTING	2	DARK	3
POISON	5	STEEL	5
GROUND	5		



RECOMMENDED ATTACK/POKéMON TYPES

GROUND

Ground-type attacks will go for the Rock-types' jugular and be critical for cracking the less-common Steel-types. They're ineffective against the common Flying- and Bug-types, however.

FLYING

Flying-type strikes will cut down the oft-seen Bug-types and the rather common Grass-types. If you send in Flying-types, watch out for foes that use Rock-, Ice- or Electric-type attacks.

PSYCHIC

Though Psychic-type strikes trump few Pokémon types in Under Colosseum, nondamaging moves like Light Screen and Reflect will shield your whole team from the onslaught.

GHOST

Ghost-types with Ghost-type moves are always useful, because they're immune to Normal- and Fighting-type damage. You'll face five Psychic-types; inflict Ghost-type damage.

DRAGON

Bring in Dragon-type Pokémon if you've got 'em. Though their Dragon-type attacks trump none but their own kind, they've got diverse resistance. Just watch out for Ice-type strikes.

SPECIFIC MOVE RECOMMENDATIONS



In a war of attrition, Toxic is one of the best ways to cause more residual damage than your foe—its poison is strong.



A foe with Confuse status might not attack—and might hurt itself. With dead-on Accuracy, Confuse Ray works best.



TRAINER ALERT!

SEMIFINAL: KOU

Final-round Roblin is no slouch, but you can't get to him if you can't KO Kou's team. Her strategy is based on dishing back what her Pokémon suffer from physical attacks, special attacks or status effects. Balance your team's moves across all three categories to swerve around Kou's strategy.

BATTLE 1: SAINZ

RICH BOY ♂

Most of Sainz's Pokémon are Bug-types, so Flying-type attacks will likely eradicate most of whatever battle trio he chooses. If he hurls his Rhyhorn onto the field, counter with Water-type attacks—the Ground-and-Rock-type Pokémon is doubly vulnerable.

DUSTOX ♂

BUG-POISON



ABILITY: SHIELD DUST
ITEM: SCOPE LENS

SILVER WIND
SLUDGE
SHADOW PUNCH
AERIAL ACE

BUG
POISON
GHOST
FLYING

YANMA ♂

BUG-FLYING



ABILITY: COMPOUNDEYES
ITEM: LUM BERRY

SUPERSONIC
SCREECH
TOXIC
SIGNAL BEAM

NORMAL
NORMAL
POISON
BUG

ARIADOS ♂

BUG-POISON



ABILITY: SWARM
ITEM: FOCUS BAND

SCARY FACE
SLUDGE
NIGHT SHADE
SIGNAL BEAM

NORMAL
POISON
GHOST
BUG

RHYHORN ♂

GROUND-ROCK



ABILITY: ROCK HEAD
ITEM: QUICK CLAW

ROCK BLAST
MEGAHORN
CRUSH CLAW
MAGNITUDE

ROCK
BUG
NORMAL
GROUND

GROVYLE ♂

GRASS



ABILITY: OVERGROW
ITEM: LEFTOVERS

GIGA DRAIN
TOXIC
PROTECT
LEECH SEED

GRASS
POISON
NORMAL
GRASS

MASQUERAIN ♀

BUG-FLYING



ABILITY: INTIMIDATE
ITEM: PERSIM BERRY

SILVER WIND
STUN SPORE
AERIAL ACE
MUD SHOT

BUG
GRASS
FLYING
GROUND

BATTLE 2: FOSHE

TEACHER ♀

Foshe has taught all of her Pokémon the Attract move. Send out three genderless Pokémon to nullify the near-paralyzing move. If you can't do so, select a gender mix. Attract won't connect when the defender's gender is the same as the attacker's.

DELICATTY ♀

NORMAL



ABILITY: CUTE CHARM
ITEM: CHERI BERRY

ATTRACT
CHARM
ASSIST
WISH

NORMAL
NORMAL
NORMAL
NORMAL

BEAUTIFLY ♂

BUG-FLYING



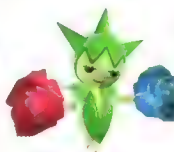
ABILITY: SWARM
ITEM: FOCUS BAND

ATTRACT
STUN SPORE
SILVER WIND
MORNING SUN

NORMAL
GRASS
BUG
NORMAL

ROSELIA ♀

GRASS-POISON



ABILITY: POISON POINT
ITEM: LUM BERRY

ATTRACT
GRASSWHISTLE
LEECH SEED
SYNTHESIS

NORMAL
GRASS
GRASS
GRASS

MAWILE ♀

STEEL



ABILITY: INTIMIDATE
ITEM: LEFTOVERS

ATTRACT
TORMENT
TICKLE
POISON FANG

NORMAL
DARK
NORMAL
POISON

LUVDISC ♂

WATER



ABILITY: SWIFT SWIM
ITEM: SITRUS BERRY

ATTRACT
RAIN DANCE
WATER PULSE
MUD SPORT

NORMAL
WATER
WATER
GROUND

KIRLIA ♀

PSYCHIC



ABILITY: TRACE
ITEM: LAX INCENSE

ATTRACT
HYPNOSIS
DREAM EATER
WILL-O-WISP

NORMAL
PSYCHIC
PSYCHIC
FIRE

BATTLE 3: GLYA

BODYBUILDER ♀

Glya's Lunatone and Piloswine have a wicked Ice-type attack: Ice Beam. So if you stocked your Under team with Pokémon types that enhance the recommended attack types on page 62, avoid sending in your Ground-, Flying- or Dragon-types. They'll be frozen out in a flash.

LUNATONE

ROCK-PSYCHIC



ABILITY: LEVITATE
ITEM: LEFTOVERS

PSYCHIC
ICE BEAM
CALM MIND
COSMIC POWER

PSYCHIC
ICE
PSYCHIC
PSYCHIC

METANG

STEEL-PSYCHIC



ABILITY: CLEAR BODY
ITEM: LUM BERRY

METAL CLAW
PSYCHIC
BRICK BREAK
AERIAL ACE

STEEL
PSYCHIC
FIGHTING
FLYING

ELECTRODE

ELECTRIC



ABILITY: STATIC
ITEM: FOCUS BAND

THUNDERBOLT
TORMENT
EXPLOSION
MIRROR COAT

ELECTRIC
NORMAL
NORMAL
PSYCHIC

WAILORD ♀

WATER



ABILITY: OBLIVIOUS
ITEM: CHESTO BERRY

WATER SPOUT
REST
FISSURE
SLEEP TALK

WATER
PSYCHIC
GROUND
NORMAL

PILOSWINE ♂

ICE-GROUND



ABILITY: OBLIVIOUS
ITEM: QUICK CLAW

ICE BEAM
AMNESIA
ANCIENTPOWER
MUD SHOT

ICE
PSYCHIC
ROCK
GROUND

ILLUMISE ♀

BUG



ABILITY: OBLIVIOUS
ITEM: SCOPE LENS

THUNDERBOLT
WATER PULSE
GIGA DRAIN
MOONLIGHT

ELECTRIC
WATER
GRASS
NORMAL

**BATTLE 4: FOKIL****RIDER ♂**

Fokil will use Perish Song, which knocks out both the attacker *and* the defender after three turns. Switch out your Pokémon to avoid the effect. If his Pokémon prevent your swaps with Wrap or Mean Look, KO two of them before the mass fainting to eke out a KO lead.

SHUCKLE ♂

BUG-ROCK


 ABILITY: STURDY
 ITEM: SITRUS BERRY

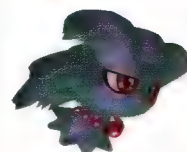
 WRAP
 ENCORE
 REST
 TOXIC
 NORMAL
 NORMAL
 PSYCHIC
 POISON
MURKROW ♂

DARK-FLYING


 ABILITY: INSOMNIA
 ITEM: BRIGHT POWDER

 PERISH SONG
 PROTECT
 MEAN LOOK
 FLY
 NORMAL
 NORMAL
 NORMAL
 FLYING
MISDREAVUS ♀

GHOST


 ABILITY: LEVITATE
 ITEM: FOCUS BAND

 PERISH SONG
 PROTECT
 MEAN LOOK
 PAIN SPLIT
 NORMAL
 NORMAL
 NORMAL
 NORMAL
AZUMARILL ♀

WATER


 ABILITY: THICK FAT
 ITEM: LEFTOVERS

 PERISH SONG
 PROTECT
 TOXIC
 DIVE
 NORMAL
 NORMAL
 POISON
 WATER
BRELOOM ♂

GRASS-FIGHTING


 ABILITY: EFFECT SPORE
 ITEM: LAX INCENSE

 SPORE
 LEECH SEED
 FOCUS PUNCH
 DOUBLE TEAM
 GRASS
 GRASS
 FIGHTING
 NORMAL
WOBBUFFET ♂

PSYCHIC


 ABILITY: SHADOW TAG
 ITEM: LUM BERRY

 ENCORE
 COUNTER
 MIRROR COAT
 DESTINY BOND
 NORMAL
 FIGHTING
 PSYCHIC
 GHOST
**BATTLE 5: SCLIM****NEWS CASTER ♀**

Scim's Pokémon change weather to amp their power: Rain Dance raises Water-type damage and Sunny Day magnifies Fire-type damage. The Grass-type Solarbeam also comes into play; it can fire *every* turn in sunny weather. Use Dragon-types—they resist all three attack types.

CASTFORM ♀

NORMAL


 ABILITY: FORECAST
 ITEM: QUICK CLAW

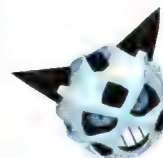
 WEATHER BALL
 SUNNY DAY
 RAIN DANCE
 HAIL
 NORMAL
 FIRE
 WATER
 ICE
TORKOAL ♂

FIRE


 ABILITY: WHITE SMOKE
 ITEM: CHESTO BERRY

 BODY SLAM
 REST
 ERUPTION
 SLEEP TALK
 NORMAL
 PSYCHIC
 FIRE
 NORMAL
GLALIE ♂

ICE


 ABILITY: INNER FOCUS
 ITEM: FOCUS BAND

 ICY WIND
 BITE
 ICE BEAM
 HAIL
 ICE
 DARK
 ICE
 ICE
JUMPLUFF ♀

GRASS-FLYING


 ABILITY: CHLOROPHYLL
 ITEM: CHERI BERRY

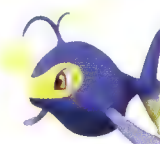
 SUNNY DAY
 SYNTHESIS
 SOLARBEAM
 SLEEP POWDER
 FIRE
 GRASS
 GRASS
 GRASS
SEALEO ♂

ICE-WATER


 ABILITY: THICK FAT
 ITEM: LEFTOVERS

 SURF
 ICE BEAM
 EARTHQUAKE
 HAIL
 WATER
 ICE
 GROUND
 ICE
LANTURN ♀

WATER-ELECTRIC


 ABILITY: VOLT ABSORB
 ITEM: SCOPE LENS

 THUNDER
 HYDRO PUMP
 RAIN DANCE
 ICE BEAM
 ELECTRIC
 WATER
 WATER
 ICE
**BATTLE 6: RINA****HUNTER ♀**

You can go far by using Fire-type attacks on Rina's top row and Water-type strikes on her bottom row. But watch out for Rina's residual-damage tactic. Sandstorm and Toxic erode HP in a hurry. And Skarmory has the Spikes-Whirlwind combo, which can hack apart your whole team.

FORRETRESS ♂

BUG-STEEL


 ABILITY: STURDY
 ITEM: PERSIM BERRY

 TOXIC
 EARTHQUAKE
 SANDSTORM
 SAND TOMB
 POISON
 GROUND
 ROCK
 GROUND
CACTURNE ♂

GRASS-DARK


 ABILITY: SAND VEIL
 ITEM: BRIGHT POWDER

 NEEDLE ARM
 FAINT ATTACK
 SANDSTORM
 GRASSWHISTLE
 GRASS
 DARK
 ROCK
 GRASS
SKARMORY ♀

STEEL-FLYING


 ABILITY: STURDY
 ITEM: LEFTOVERS

 AIR CUTTER
 SPIKES
 SANDSTORM
 WHIRLWIND
 FLYING
 GROUND
 ROCK
 NORMAL
SANDSLASH ♀

GROUND


 ABILITY: SAND VEIL
 ITEM: LAX INCENSE

 SANDSTORM
 EARTHQUAKE
 ROCK SLIDE
 AERIAL ACE
 ROCK
 GROUND
 ROCK
 FLYING
CAMERUPT ♂

FIRE-GROUND


 ABILITY: MAGMA ARMOR
 ITEM: CHESTO BERRY

 REST
 EARTHQUAKE
 ROCK SLIDE
 ERUPTION
 PSYCHIC
 GROUND
 ROCK
 FIRE
MAGCARGO ♂

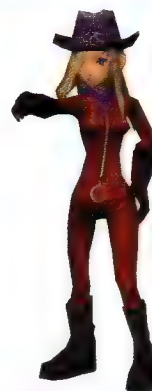
FIRE-ROCK


 ABILITY: MAGMA ARMOR
 ITEM: WHITE HERB

 OVERHEAT
 EARTHQUAKE
 ROCK SLIDE
 SANDSTORM
 FIRE
 GROUND
 ROCK
 ROCK


SEMIFINAL: KOU

RIDER ♀



Kou's Pokémon all share the burden. Tentacruel and Cradily use Mirror Coat to move second, then return double any special-attack damage they suffered. Use Ground-type strikes (physical attacks) to hurt 'em badly without consequence. Hariyama and Zangoose use Counter—similar to Mirror Coat but with physical-attack damage—so use Psychic-type strikes (special attacks). Avoid using condition-inflicting moves on Grumpig and Absol—they use Magic Coat, which reflects such moves. It's a tricky dance, but if you master your switch-and-strike strategy, you can slip past Kou.

TENTACRUEL ♀

WATER-POISON



ABILITY: CLEAR BODY
ITEM: LEFTOVERS

TOXIC
BARRIER
WRAP
MIRROR COAT

POISON
PSYCHIC
NORMAL
PSYCHIC

CRADILY ♀

ROCK-GRASS



ABILITY: SUCTION CUPS
ITEM: PECHA BERRY

SLUDGE BOMB
ANCIENTPOWER
RECOVER
MIRROR COAT

POISON
ROCK
NORMAL
PSYCHIC

HARIYAMA ♂

FIGHTING



ABILITY: THICK FAT
ITEM: LUM BERRY

EARTHQUAKE
BULK UP
REVENGE
COUNTER

GROUND
FIGHTING
FIGHTING
FIGHTING

ZANGOOSE ♂

NORMAL



ABILITY: IMMUNITY
ITEM: FOCUS BAND

AERIAL ACE
CRUSH CLAW
BRICK BREAK
COUNTER

FLYING
NORMAL
FIGHTING
FIGHTING

GRUMPIG ♂

PSYCHIC



ABILITY: THICK FAT
ITEM: QUICK CLAW

MAGIC COAT
SHOCK WAVE
SNATCH
EXTRASENSORY

PSYCHIC
ELECTRIC
DARK
PSYCHIC

ABSOL ♂

DARK-NORMAL



ABILITY: PRESSURE
ITEM: SCOPE LENS

SHADOW BALL
AERIAL ACE
SNATCH
MAGIC COAT

GHOST
FLYING
DARK
PSYCHIC

FINAL: ROBLIN

BANDANA GUY ♂



There's no easy way to slash through Bandana Guy Roblin's team with one or two types of attacks. So equip your Pokémon for a flashy assault that draws on a wide variety of moves. Send in a Flying-type with Flying-type attacks. But be careful. It will be immune to Ground-type Earthquake destruction—a frequent Roblin tactic—but be vulnerable to Armaldo's and Rhydon's Rock-type strikes. You'll need to be shifty and swap often to survive: use Ground-type hits against Aggron, Rhydon and Seviper; Water-type attacks on Rhydon and Armaldo; Flying-type strikes on Tropius; and Fighting-type attacks on Exploud. At all costs, prevent Aggron from using Sunny Day—Roblin's sun-related combos are stifling.

ARMALDO ♂

ROCK-BUG



ABILITY: BATTLE ARMOR
ITEM: LEFTOVERS

HYPER BEAM
AERIAL ACE
EARTHQUAKE
ANCIENTPOWER

NORMAL
FLYING
GROUND
ROCK

EXPLOUD ♀

NORMAL



ABILITY: SOUNDPROOF
ITEM: SHELL BELL

HYPER BEAM
HYPER VOICE
EARTHQUAKE
SWAGGER

NORMAL
NORMAL
GROUND
NORMAL

AGGRON ♂

STEEL-ROCK



ABILITY: STURDY
ITEM: FOCUS BAND

DRAGON CLAW
FLAMETHROWER
SUNNY DAY
SOLARBEAM

DRAGON
FIRE
FIRE
GRASS

RHYDON ♂

GROUND-ROCK



ABILITY: ROCK HEAD
ITEM: QUICK CLAW

EARTHQUAKE
MEGAHORN
COUNTER
ROCK SLIDE

GROUND
BUG
FIGHTING
ROCK

TROPIUS ♂

GRASS-FLYING



ABILITY: CHLOROPHYLL
ITEM: LUM BERRY

MAGICAL LEAF
AERIAL ACE
EARTHQUAKE
BODY SLAM

GRASS
FLYING
GROUND
NORMAL

SEVIPER ♂

POISON



ABILITY: SHED SKIN
ITEM: SCOPE LENS

EARTHQUAKE
POISON TAIL
FLAMETHROWER
GIGA DRAIN

GROUND
POISON
FIRE
GRASS

UNDER COLOSSEUM

LEVEL 50: DOUBLE BATTLE POKÉ COUPON: 1,500 points

UNDER THE WEATHER

The Trainers in Under Colosseum have a wide variety of Pokémon, and they all know a vast array of moves. You usually won't be able to hone in on one specific weakness, so you'll need to bring a team that's very adaptable and also knows a wide array of moves. The only chink in the Trainer's armor is a reliance on Water-type Pokémon and a slight vulnerability to strong Ground-type attacks. Bring Pokémon that know Electric-type and Ground-type moves—Earthquake and Thunder, especially, will make your battles easier. Partner them with Flying-type Pokémon or those that have the Levitate ability—they'll be able to avoid Earthquake's damaging effects.



Combo attacks are a main concern in Under Colosseum. Focus on one Pokémon at a time to cut the combo off at the source.

NUMBER OF TYPES YOU'LL FACE

NORMAL	8	FLYING	5
FIRE	3	PSYCHIC	6
WATER	12	BUG	4
ELECTRIC	5	ROCK	6
GRASS	4	GHOST	0
ICE	2	DRAGON	0
FIGHTING	1	DARK	2
POISON	4	STEEL	3
GROUND	4		



RECOMMENDED ATTACK/POKÉMON TYPES

GROUND

If Ground-type Pokémon use same-type attacks, they'll be extra-effective against Electric- and Poison-types. Ground-types also resist Electric-type attacks—which is useful during the final battle.

FLYING

If you're planning on using Earthquake, bring Flying-types. They also have good Speed ratings, so they can finish off a weakened foe before it launches a final deadly attack.

PSYCHIC

Psychic-type Pokémon that have learned Psychic- and Electric-type moves will be especially welcome, as they can help out against pesky Water- and Fighting-types.

ELECTRIC

There are 12 Water-type Pokémon in Under Colosseum, which gives strong Electric-type attacks a huge advantage. There are also very few Ground-type Pokémon to deal with.

STEEL

Steel-types have high Defense and are resistant to Poison conditions. They will be quite useful during Baben's battle; most of his Pokémon know Toxic.

SPECIFIC MOVE RECOMMENDATIONS



Many enemy Pokémon are susceptible to Ground-type moves, and Earthquake strikes both foes simultaneously.



Thunder packs a wallop and can cause a Paralyze condition. Bring in a storm to make it more effective.



TRAINER ALERT!

BATTLE 2: ORDEN

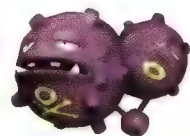
Orden's Pokémon specialize in the one-hit KO. Most of his Pokémon are Water-types, however, so you can use powerful Electric-type moves such as Thunder to return the favor. This battle is not the time to use status-altering moves such as Toxic—you want to end the fight as fast as possible.



BATTLE 1: SCIET
FUN OLD MAN ♂

WEEZING ♀

POISON



ABILITY: LEVITATE
ITEM: PERSIM BERRY

SLUDGE BOMB
SHADOW BALL
HAZE
WILL-O-WISP

POISON
GHOST
ICE
FIRE

MAGCARGO ♀

FIRE-ROCK



ABILITY: FLAME BODY
ITEM: BRIGHT POWDER

FLAMETHROWER
SUNNY DAY
ROCK TOMB
ACID ARMOR

FIRE
FIRE
ROCK
POISON

GRUMPIG ♂

PSYCHIC



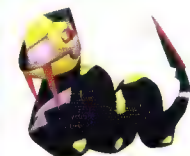
ABILITY: OWN TEMPO
ITEM: LUM BERRY

PSYCHIC
REFLECT
CONFUSE RAY
MAGIC COAT

PSYCHIC
PSYCHIC
GHOST
PSYCHIC

SEVIPER ♂

POISON



ABILITY: SHED SKIN
ITEM: QUICK CLAW

POISON FANG
GLARE
CRUNCH
SCREECH

POISON
NORMAL
DARK
NORMAL

SPINDA ♂

NORMAL



ABILITY: OWN TEMPO
ITEM: FOCUS BAND

DIZZY PUNCH
PSYCH UP
HYPNOSIS
FAINT ATTACK

NORMAL
NORMAL
PSYCHIC
DARK

PELIPPER ♀

WATER-FLYING



ABILITY: KEEN EYE
ITEM: SCOPE LENS

WING ATTACK
ICE BEAM
GROWL
WATER PULSE

FLYING
ICE
NORMAL
WATER

BATTLE 2: ORDEN
RIDER ♂

Work hard to set up favorable type advantages so you can end the battle quickly—even your strongest Pokémon can be KO'd in a single hit by any member of Orden's team. All four of the Water-types can be done in with strong Electric-type moves, however.

PINSIR ♂

BUG



ABILITY: HYPER CUTTER
ITEM: FOCUS BAND

GUILLOTINE
REVENGE
SEISMIC TOSS
FAINT ATTACK

NORMAL
FIGHTING
FIGHTING
DARK

WALREIN ♀

ICE-WATER



ABILITY: THICK FAT
ITEM: BRIGHT POWDER

SHEER COLD
BLIZZARD
BODY SLAM
HAIL

ICE
ICE
NORMAL
ICE

SEAKING ♂

WATER



ABILITY: SWIFT SWIM
ITEM: SITRUS BERRY

HORN DRILL
MUD SPORT
SURF
RAIN DANCE

NORMAL
GROUND
WATER
WATER

CRAWDAUNT ♀

WATER-DARK



ABILITY: SHELL ARMOR
ITEM: LUM BERRY

GUILLOTINE
CRABHAMMER
ENDEAVOR
ROCK TOMB

NORMAL
WATER
NORMAL
ROCK

WHISCASH ♀

WATER-GROUND



ABILITY: OBLIVIOUS
ITEM: SCOPE LENS

FISSURE
MAGNITUDE
FUTURE SIGHT
SPARK

GROUND
GROUND
PSYCHIC
ELECTRIC

SMEARGLE ♂

NORMAL



ABILITY: OWN TEMPO
ITEM: LEFTOVERS

SHEER COLD
GUILLOTINE
ICY WIND
ENCORE

ICE
NORMAL
ICE
NORMAL

BATTLE 3: BABEN
GUY ♂

Baben's strategy is to hurt your team with status-altering attacks such as Toxic and Leech Seed, then sit back and wait for you to keel over. Electric- and Fire-type attacks are essential to your success, as are any abilities or items that resist poison.

LOMBRE ♀

WATER-GRASS



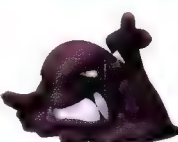
ABILITY: RAIN DISH
ITEM: LEFTOVERS

TOXIC
LEECH SEED
DIVE
RAIN DANCE

POISON
GRASS
WATER
WATER

MUK ♂

POISON



ABILITY: STICKY HOLD
ITEM: BRIGHT POWDER

TOXIC
MEAN LOOK
SLUDGE BOMB
DIG

POISON
NORMAL
POISON
GROUND

SUNFLORA ♀

GRASS



ABILITY: CHLOROPHYLL
ITEM: SCOPE LENS

TOXIC
LEECH SEED
GIGA DRAIN
RAZOR LEAF

POISON
GRASS
GRASS
GRASS

MANTINE ♀

WATER-FLYING



ABILITY: SWIFT SWIM
ITEM: FOCUS BAND

TOXIC
DIVE
CONFUSE RAY
ICE BEAM

POISON
WATER
GHOST
ICE

GLALIE ♂

ICE



ABILITY: INNER FOCUS
ITEM: SITRUS BERRY

TOXIC
HAIL
BLOCK
CRUNCH

POISON
ICE
NORMAL
DARK

FORRETRESS ♂

BUG-STEEL



ABILITY: STURDY
ITEM: LUM BERRY

TOXIC
SPIKES
SANDSTORM
DIG

POISON
GROUND
ROCK
GROUND

**BATTLE 4: DENAW****TEACHER ♀**

If you know a strong Water-type move such as Waterfall, use it on Torkoal and Camerupt. Earthquake will also be a major boon, as many of Denaw's Pokémon are weak against Ground-type moves. Girafarig is a bit of a wild card—try putting it to sleep and whittling it down.

GIRAFARIG ♂

NORMAL-PSYCHIC



ABILITY: INNER FOCUS
ITEM: QUICK CLAW

WISH
AGILITY
STOMP
PSYCHIC

NORMAL
PSYCHIC
NORMAL
PSYCHIC

CAMERUPT ♀

FIRE-GROUND



ABILITY: MAGMA ARMOR
ITEM: LUM BERRY

ERUPTION
REST
SCARY FACE
TOXIC

FIRE
PSYCHIC
NORMAL
POISON

TORKOAL ♂

FIRE



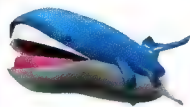
ABILITY: WHITE SMOKE
ITEM: CHESTO BERRY

ERUPTION
REST
BODY SLAM
CURSE

FIRE
PSYCHIC
NORMAL
?

WAILORD ♂

WATER



ABILITY: OBLIVIOUS
ITEM: LEFTOVERS

WATER SPOUT
REST
SLEEP TALK
DOUBLE TEAM

WATER
PSYCHIC
NORMAL
NORMAL

XATU ♂

PSYCHIC-FLYING



ABILITY: EARLY BIRD
ITEM: FOCUS BAND

WISH
DRILL PECK
PSYCHIC
REST

NORMAL
FLYING
PSYCHIC
PSYCHIC

WIGGLYTUFF ♀

NORMAL



ABILITY: CUTE CHARM
ITEM: SCOPE LENS

WISH
PSYCHIC
THUNDERBOLT
BODY SLAM

NORMAL
PSYCHIC
ELECTRIC
NORMAL

**BATTLE 5: KIBBE****RIDER ♀**

All but one of Kibbe's Pokémon know Protect. The move becomes less effective when used consecutively, so strike hard at any Pokémon that used it in the previous turn. Ground- and Electric-type moves will sweep through most of Kibbe's team like a scythe through wheat.

DODRIO ♂

NORMAL-FLYING



ABILITY: EARLY BIRD
ITEM: SCOPE LENS

PROTECT
PURSUIT
DRILL PECK
TRI ATTACK

NORMAL
DARK
FLYING
NORMAL

SWALOT ♀

POISON



ABILITY: LIQUID Ooze
ITEM: LAX INCENSE

YAWN
DREAM EATER
SLUDGE BOMB
PROTECT

NORMAL
PSYCHIC
POISON
NORMAL

MURKROW ♂

DARK-FLYING



ABILITY: INSOMNIA
ITEM: BRIGHT POWDER

PROTECT
PURSUIT
AERIAL ACE
SHADOW BALL

NORMAL
DARK
FLYING
GHOST

QUAGSIRE ♀

WATER-GROUND



ABILITY: WATER ABSORB
ITEM: QUICK CLAW

YAWN
EARTHQUAKE
BRICK BREAK
PROTECT

NORMAL
GROUND
FIGHTING
NORMAL

CHIMECHO ♀

PSYCHIC



ABILITY: LEVITATE
ITEM: LUM BERRY

YAWN
DREAM EATER
PSYCHIC
PROTECT

NORMAL
PSYCHIC
PSYCHIC
NORMAL

NOCTOWL ♂

NORMAL-FLYING



ABILITY: INSOMNIA
ITEM: KING'S ROCK

YAWN
DREAM EATER
PSYCHIC
AERIAL ACE

PSYCHIC
PSYCHIC
PSYCHIC
FLYING

**BATTLE 6: DEFREN****CHASER ♂**

Defren's strategy relies on Counter and Mirror Coat. Always use a physical-attack specialist (like a Ground-type Pokémon) and a special-attack specialist (like a Psychic-type Pokémon). For a quick victory, attack his Pokémon with the type that won't be hurt by a counterattack.

ZANGOOSE ♂

NORMAL



ABILITY: IMMUNITY
ITEM: SCOPE LENS

COUNTER
SLASH
SWORDS DANCE
DETECT

FIGHTING
NORMAL
NORMAL
FIGHTING

CORSOLA ♀

WATER-ROCK



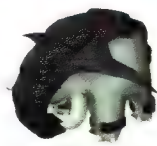
ABILITY: NATURAL CURE
ITEM: PERSIM BERRY

MIRROR COAT
RECOVER
BUBBLEBEAM
ICE BEAM

PSYCHIC
NORMAL
WATER
ICE

DONPHAN ♀

GROUND



ABILITY: STURDY
ITEM: FOCUS BAND

COUNTER
DOUBLE-EDGE
ROCK TOMB
FLAIL

FIGHTING
NORMAL
ROCK
NORMAL

MILOTIC ♀

WATER



ABILITY: MARVEL SCALE
ITEM: LEFTOVERS

MIRROR COAT
RECOVER
WATERFALL
ICE BEAM

PSYCHIC
NORMAL
WATER
ICE

MEGANIUM ♂

GRASS



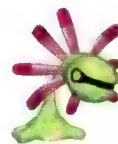
ABILITY: OVERGROW
ITEM: CITRUS BERRY

COUNTER
BODY SLAM
RAZOR LEAF
SYNTHESIS

FIGHTING
NORMAL
GRASS
GRASS

CRADILY ♂

ROCK-GRASS



ABILITY: SUCTION CUPS
ITEM: LUM BERRY

SLUDGE BOMB
ANCIENTPOWER
MIRROR COAT
TOXIC

POISON
ROCK
PSYCHIC
POISON

SEMIFINAL: MILAG

HUNTER ♀

Milag likes to use combos to decimate your team, especially Thunder Wave followed by Smellingsalt. Lead with a strong Ground- and Ghost-type Pokémon to annul the combo. If Magnetron or Raichu is on the field (or both), use Earthquake or another strong Ground-type move to take the Electric-type Pokémon out of the battle. (If you have a Ghost-type that knows Levitate, so much the better. If not, you might want to sacrifice it to eliminate two opposing Pokémon.) The Paralyze condition is a constant concern against Milag—berries and other held items can fix the status condition.









MAGNETON  ABILITY: STURDY ITEM: LUM BERRY THUNDER WAVE THUNDERBOLT TRI ATTACK PROTECT	ELECTRIC-STEEL ELECTRIC ELECTRIC NORMAL NORMAL
MACHAMP ♂  ABILITY: GUTS ITEM: FOCUS BAND SMELLINGSALT CROSS CHOP EARTHQUAKE VITAL THROW	FIGHTING NORMAL FIGHTING GROUND FIGHTING
AGGRON ♂  ABILITY: ROCK HEAD ITEM: SCOPE LENS SMELLINGSALT EARTHQUAKE DOUBLE-EDGE IRON TAIL	STEEL-ROCK NORMAL GROUND NORMAL STEEL
EXPLOUD ♂  ABILITY: SOUNDPROOF ITEM: SHELL BELL SMELLINGSALT HYPER VOICE EARTHQUAKE SHADOW BALL	NORMAL NORMAL NORMAL GROUND GHOST
RAICHU ♀  ABILITY: STATIC ITEM: BRIGHT POWDER THUNDER WAVE THUNDERBOLT ENCORE PROTECT	ELECTRIC ELECTRIC ELECTRIC NORMAL NORMAL
OCTILLERY ♀  ABILITY: SUCTION CUPS ITEM: QUICK CLAW THUNDER WAVE OCTAZOOKA ICE BEAM PSYCHIC	WATER ELECTRIC WATER ICE PSYCHIC

FINAL: HOLOH

SUPERTRAINER ♀

If you took our advice at the beginning and brought along Pokémon with strong Ground-type moves, you should be in good position to win the final battle. Plusle and Minun (who are often Holoh's starting Pokémon) like to use Rain Dance followed by Thunder—but if you lead with a Ground-type Pokémon, you can nullify that combo right off the bat. Solrock and Lunatone are also vulnerable to Ground-type moves, while Volbeat and Illumise are best handled with Fire-type moves. If you run into trouble, try to inflict Sleep or Paralyze status conditions. Illumise can cause trouble with its Helping Hand and Encore moves, so try to KO it as quickly as you can.



PLUSLE ♂  ABILITY: PLUS ITEM: MAGNET QUICK ATTACK RETURN HIDDEN POWER THUNDER	ELECTRIC NORMAL NORMAL NORMAL ELECTRIC
MINUN ♀  ABILITY: MINUS ITEM: BRIGHT POWDER THUNDER RETURN HIDDEN POWER RAIN DANCE	ELECTRIC ELECTRIC NORMAL NORMAL WATER
ILLUMISE ♀  ABILITY: OBLIVIOUS ITEM: SCOPE LENS RAIN DANCE THUNDER HELPING HAND ENCORE	BUG WATER ELECTRIC NORMAL NORMAL
SOLROCK  ABILITY: LEVITATE ITEM: CHESTO BERRY ROCK TOMB COSMIC POWER SHADOW BALL REST	ROCK-PSYCHIC ROCK PSYCHIC GHOST PSYCHIC
VOLBEAT ♂  ABILITY: SWARM ITEM: LAX INCENSE THUNDER TAIL GLOW BATON PASS LIGHT SCREEN	BUG ELECTRIC BUG NORMAL PSYCHIC
LUNATONE  ABILITY: LEVITATE ITEM: LEFTOVERS HYPNOSIS CALM MIND PSYCHIC HIDDEN POWER	ROCK-PSYCHIC PSYCHIC PSYCHIC PSYCHIC NORMAL

ORRE COLOSSEUM

LEVEL 50: SINGLE BATTLE

POKé COUPON: 2,000 points

LEARN THE ORRE LORE

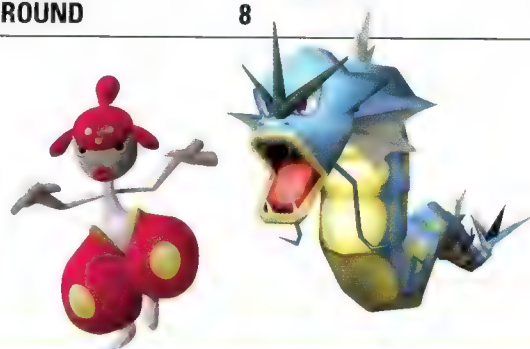
Orre Colosseum is the final Level 50 Single Battle, and naturally, it's also the toughest. The Trainers are adept at using a wide variety of Pokémon that know different types of moves, and they'll go for the jugular if you stumble into a type mismatch. Water-type Pokémon rule the roost in Orre Colosseum—you'll meet 14 of them in the battles; Normal-, Ground- and Flying-types come in second at eight each. Electric-type attacks will destroy the Water-types, while Ice-type attacks can seriously damage the Ground- and Flying-types. Many Trainers will try to KO you ASAP, so concentrate on strong attacks as opposed to status conditions.



Ghols's Seaking is a Water-type, the most common type in Orre Colosseum. Its Horn Drill attack will cut you down if it connects.

NUMBER OF TYPES YOU'LL FACE

NORMAL	8	FLYING	8
FIRE	3	PSYCHIC	6
WATER	14	BUG	2
ELECTRIC	2	ROCK	2
GRASS	5	GHOST	2
ICE	1	DRAGON	2
FIGHTING	2	DARK	4
POISON	2	STEEL	0
GROUND	8		



RECOMMENDED ATTACK/POKéMON TYPES

NORMAL

A Normal-type Pokémon with a wide variety of moves will be welcome. In addition to matching up well against a range of foes, it's a useful defense against the two Ghost-types.

GROUND

Ground-type Pokémon that know Ground-type moves (especially Earthquake) are very helpful. They can deal with the Fire- and Poison-type Pokémon that appear in the later matches.

ELECTRIC

A Pokémon with good Electric-type skills is almost a necessity. With 22 Water-type and Flying-type opponents, you can use the moves in almost every battle.

ICE

Try hard to bring an Ice-type Pokémon that knows Ice-type moves. It will be helpful for eliminating Grass- and Dragon-type foes. Just keep it far away from Fire-type moves!

STEEL

Steel-type attacks won't be a tremendous help, but Steel-type Pokémon tend to have good defensive stats, which can aid in some of the longer battles you'll face.

SPECIFIC MOVE RECOMMENDATIONS



The Ice Beam will lay waste to Grass-, Ground- and Flying-types. As a bonus, it may cause a Freeze condition.



Thunderbolt has a higher Accuracy rating than Thunder. It's the way to go when facing a Water-type opponent.



TRAINER ALERT!

BATTLE 4: LUDUM

All of Ludum's Pokémon know Hidden Power—a Normal-type move that causes varying amounts of damage depending on who is using it. To counter the sometimes devastating effects of Hidden Power, send out a tough Steel-type (for its defensive type) or Normal-type (which often get huge HP) and try to eliminate her team quickly.



BATTLE 1: ERION
ST. PERFORMER ♀

Ground-type attacks won't do you any good against Erion's Pokémon. Employ Electric-type attacks for most of the team, and Ice-type attacks against the Dragon-types. Both Pelipper and Xatu can cause a Confuse condition, so eliminate them as fast as possible.

NOCTOWL ♂

NORMAL-FLYING


 ABILITY: KEEN EYE
 ITEM: QUICK CLAW

 HYPNOSIS
 DREAM EATER
 SHADOW BALL
 SKY ATTACK

 PSYCHIC
 PSYCHIC
 GHOST
 FLYING

FLYGON ♂

GROUND-DRAGON


 ABILITY: LEVITATE
 ITEM: SCOPE LENS

 FLY
 DIG
 DRAGON CLAW
 FIRE BLAST

 FLYING
 GROUND
 DRAGON
 FIRE

PELIPPER ♀

WATER-FLYING


 ABILITY: KEEN EYE
 ITEM: BRIGHT POWDER

 SURF
 SUPERSONIC
 ICE BEAM
 TWISTER

 WATER
 NORMAL
 ICE
 DRAGON

SWELLOW ♀

NORMAL-FLYING


 ABILITY: GUTS
 ITEM: FOCUS BAND

 AERIAL ACE
 ENDEAVOR
 RETURN
 QUICK ATTACK

 FLYING
 NORMAL
 NORMAL
 NORMAL

ALTARIA ♀

DRAGON-FLYING


 ABILITY: NATURAL CURE
 ITEM: LAX INCENSE

 SUNNY DAY
 SOLARBEAM
 DRAGON CLAW
 FLAMETHROWER

 FIRE
 GRASS
 DRAGON
 FIRE

XATU ♂

PSYCHIC-FLYING


 ABILITY: SYNCHRONIZE
 ITEM: LUM BERRY

 GIGA DRAIN
 PSYCHIC
 CONFUSE RAY
 FAINT ATTACK

 GRASS
 PSYCHIC
 GHOST
 DARK

BATTLE 2: GHOLS
GUY ♂

All of Ghols's Pokémon have one move that causes an instant KO. Try to increase your own evasion on the first turn, then set in with strong attacks. Electric-type attacks will help you take out the Water-types, while Fighting-type attacks can deal with Smeargle and Crawdaunt.

WALREIN ♂

ICE-WATER


 ABILITY: THICK FAT
 ITEM: LEFTOVERS

 SHEER COLD
 BLIZZARD
 SURF
 EARTHQUAKE

 ICE
 ICE
 WATER
 GROUND

WHISCASH ♂

WATER-GROUND


 ABILITY: OBLIVIOUS
 ITEM: LAX INCENSE

 FISSURE
 EARTHQUAKE
 SURF
 BLIZZARD

 GROUND
 GROUND
 WATER
 ICE

CRAWDAUNT ♂

WATER-DARK


 ABILITY: HYPER CUTTER
 ITEM: QUICK CLAW

 GUILLOTINE
 BLIZZARD
 AERIAL ACE
 ANCIENTPOWER

 NORMAL
 ICE
 FLYING
 ROCK

GLIGAR ♂

GROUND-FLYING


 ABILITY: HYPER CUTTER
 ITEM: BRIGHT POWDER

 GUILLOTINE
 EARTHQUAKE
 AERIAL ACE
 QUICK ATTACK

 NORMAL
 GROUND
 FLYING
 NORMAL

SMEARGLE ♀

NORMAL


 ABILITY: OWN TEMPO
 ITEM: LUM BERRY

 SHEER COLD
 MIND READER
 SPORE
 MEAN LOOK

 ICE
 NORMAL
 GRASS
 NORMAL

SEAKING ♀

WATER


 ABILITY: SWIFT SWIM
 ITEM: FOCUS BAND

 HORN DRILL
 BLIZZARD
 FLAIL
 HYDRO PUMP

 NORMAL
 ICE
 NORMAL
 WATER

BATTLE 3: TAOT
ATHLETE ♀

Dusclops knows Imprison, so use a Pokémon with high Speed that knows a Ghost- or Dark-type move and try to KO Dusclops before it uses the restrictive move. Fighting-type moves will work well on the Normal-type Pokémon, as will strong moves like Earthquake and Ice Beam.

DUSCLOPS ♂

GHOST


 ABILITY: PRESSURE
 ITEM: LEFTOVERS

 SHADOW BALL
 EARTHQUAKE
 IMPRISON
 FAINT ATTACK

 GHOST
 GROUND
 PSYCHIC
 DARK

PORYGON2

NORMAL


 ABILITY: TRACE
 ITEM: SCOPE LENS

 THUNDERBOLT
 TRI ATTACK
 RECOVER
 ICE BEAM

 ELECTRIC
 NORMAL
 NORMAL
 ICE

WIGGLYTUFF ♀

NORMAL


 ABILITY: CUTE CHARM
 ITEM: QUICK CLAW

 SING
 SWEET KISS
 HYPER VOICE
 SHADOW BALL

 NORMAL
 NORMAL
 NORMAL
 GHOST

MILTANK ♀

NORMAL


 ABILITY: THICK FAT
 ITEM: FOCUS BAND

 MILK DRINK
 BODY SLAM
 SHADOW BALL
 EARTHQUAKE

 NORMAL
 NORMAL
 GHOST
 GROUND

GIRAFARIG ♀

NORMAL-PSYCHIC


 ABILITY: INNER FOCUS
 ITEM: CHERI BERRY

 CRUNCH
 STOMP
 THUNDERBOLT
 AGILITY

 DARK
 NORMAL
 ELECTRIC
 PSYCHIC

GRANBULL ♂

NORMAL




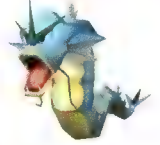



 ABILITY: INTIMIDATE
 ITEM: BRIGHT POWDER

 FRUSTRATION
 HYPER BEAM
 EARTHQUAKE
 SHADOW BALL

 NORMAL
 NORMAL
 GROUND
 GHOST

**BATTLE 4: LUDUM****FUN OLD LADY ♀**

Hidden Power's randomness is a mixed bag. At best, it can decimate your team, but at its worst it's rather ineffective. Focus on your opponent's weak points (Ground-, Fire- and Ghost-type moves work well) and bring Pokémon with high Defense.

PINSIR ♂  BUG ABILITY: HYPER CUTTER ITEM: SCOPE LENS HIDDEN POWER EARTHQUAKE REVENGE FOCUS PUNCH NORMAL GROUND FIGHTING FIGHTING	MEDICHAM ♂  FIGHTING-PSYCHIC ABILITY: PURE POWER ITEM: LAX INCENSE HIDDEN POWER HI JUMP KICK SHADOW BALL FRUSTRATION NORMAL FIGHTING GHOST NORMAL	AMPHAROS ♀  ELECTRIC ABILITY: STATIC ITEM: QUICK LAX HIDDEN POWER THUNDERBOLT THUNDER WAVE REFLECT NORMAL ELECTRIC ELECTRIC PSYCHIC
GYARADOS ♂  WATER-FLYING ABILITY: INTIMIDATE ITEM: PERSIM BERRY HIDDEN POWER EARTHQUAKE DRAGON DANCE ROAR NORMAL GROUND DRAGON NORMAL	ESPEON ♀  PSYCHIC ABILITY: SYNCHRONIZE ITEM: BRIGHT POWDER HIDDEN POWER PSYCHIC BITE REFLECT NORMAL PSYCHIC DARK PSYCHIC	MIGHTYENA ♀  DARK ABILITY: INTIMIDATE ITEM: LUM BERRY HIDDEN POWER SCARY FACE BITE POISON FANG NORMAL NORMAL DARK POISON







**BATTLE 5: SLABEN****CHASER ♂**

Five of Slaben's Pokémon know Explosion—a move that usually results in a KO of all Pokémon on the field. Save your strongest Pokémon for the end of the battle so it isn't wasted by the move. Burly Steel-, Ground- or Dragon-types are all good choices.

WEEZING ♂  POISON ABILITY: LEVITATE ITEM: SILK SCARF EXPLOSION SLUDGE BOMB DESTINY BOND SHADOW BALL NORMAL POISON GHOST GHOST	MUK ♂  POISON ABILITY: STICKY HOLD ITEM: QUICK CLAW EXPLOSION SLUDGE BOMB SHADOW PUNCH DISABLE NORMAL POISON GHOST NORMAL	CLAYDOL  GROUND-PSYCHIC ABILITY: LEVITATE ITEM: BRIGHT POWDER EXPLOSION EARTHQUAKE LIGHT SCREEN PSYCHIC NORMAL GROUND PSYCHIC PSYCHIC
GOLEM ♂  ROCK-GROUND ABILITY: STURDY ITEM: LAX INCENSE EXPLOSION EARTHQUAKE ROCK SLIDE FLAMETHROWER NORMAL GROUND ROCK FIRE	SHIFTRY ♂  GRASS-DARK ABILITY: EARLY BIRD ITEM: LUM BERRY EXPLOSION SHADOW BALL NATURE POWER AERIAL ACE NORMAL GHOST NORMAL FLYING	LUDICOLO ♂  WATER-GRASS ABILITY: RAIN DISH ITEM: LEFTOVERS LEECH SEED RAIN DANCE TOXIC DOUBLE TEAM GRASS WATER POISON NORMAL

**BATTLE 6: GOSNEY****COOLTRAINER ♀**

Most of the Pokémon on Gosney's team like to use Rain Dance—which is a huge bonus for you if you have an Electric-type Pokémon that knows Thunder. If not, any Electric-type moves can lay out most of her team. Use a Grass-type attack on Quagsire if it shows up.




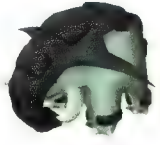


HUNTAIL ♂  WATER ABILITY: SWIFT SWIM ITEM: PERSIM BERRY RAIN DANCE SURF ICE BEAM CONFUSE RAY WATER WATER ICE GHOST	GOREBYSS ♀  WATER ABILITY: SWIFT SWIM ITEM: LUM BERRY RAIN DANCE SURF IRON DEFENSE BATON PASS WATER WATER STEEL NORMAL	VOLBEAT ♂  BUG ABILITY: SWARM ITEM: FOCUS BAND SIGNAL BEAM WATER PULSE TAIL GLOW BATON PASS BUG WATER BUG NORMAL
MANECTRIC ♂  ELECTRIC ABILITY: STATIC ITEM: SCOPE LENS RAIN DANCE THUNDER BITE THUNDER WAVE WATER ELECTRIC DARK ELECTRIC	QUAGSIRE ♂  WATER-GROUND ABILITY: DAMP ITEM: QUICK CLAW EARTHQUAKE SURF ICE BEAM ANCIENTPOWER GROUND WATER ICE ROCK	MANTINE ♀  WATER-FLYING ABILITY: SWIFT SWIM ITEM: LEFTOVERS RAIN DANCE TOXIC CONFUSE RAY TWISTER WATER POISON GHOST DRAGON



SEMIFINAL: MORFON
COOLTRAINER ♂

Morfon's team features a good blend of types. He will often command his Pokémon to use Sunny Day followed by Grass- and Fire-type attacks, but you can nullify that strategy by responding with Rain Dance. Ice-type attacks work quite well against Bellossom, Donphan and Ninetales. Use Ground-type attacks (and Pokémon, if possible) against Solrock, and Electric-type attacks for Octillery. Sableye is the wild card of the bunch. If you can afford it, bring one Normal-type Pokémon that knows a variety of move types in case the Dark-and-Ghost-type appears. If not, it can help with the others.



BELLOSSOM ♀  ABILITY: CHLOROPHYLL ITEM: LAX INCENSE SUNNY DAY SOLARBEAM SLEEP POWDER SYNTHESIS FIRE GRASS GRASS GRASS	OCTILLERY ♂  ABILITY: SUCTION CUPS ITEM: LUM BERRY FLAMETHROWER ICE BEAM PSYCHIC THUNDER WAVE WATER FIRE ICE PSYCHIC ELECTRIC	NINETALES ♀  ABILITY: FLASH FIRE ITEM: WHITE HERB OVERHEAT SUNNY DAY CONFUSE RAY FAINT ATTACK FIRE FIRE GHOST DARK
DONPHAN ♂  ABILITY: STURDY ITEM: QUICK CLAW EARTHQUAKE SUNNY DAY ANCIENTPOWER BODY SLAM GROUND FIRE ROCK NORMAL	SOLROCK  ABILITY: LEVITATE ITEM: BRIGHT POWDER EXPLOSION OVERHEAT ROCK SLIDE SUNNY DAY ROCK-PSYCHIC NORMAL FIRE ROCK FIRE	SABLEYE ♂  ABILITY: KEEN EYE ITEM: LEFTOVERS FAINT ATTACK CONFUSE RAY SHADOW BALL MOONLIGHT DARK-GHOST DARK GHOST GHOST NORMAL

FINAL: AVOS
SUPERTRAINER ♀

The final battle pits you against evolved Pokémon with frighteningly powerful moves. Bring a Pokémon with strong Ice-type moves (Ice Beam and Blizzard are both good) to take on Sceptile and Meganium, and a Pokémon that knows Ground-type attacks (the old standby Earthquake is perfect) for Blaziken and Typhlosion. Electric-type attacks won't hurt Swampert, so focus on either a Pokémon with strong Grass-type moves or a Normal-type Pokémon with high Special Defense and lots of HP. It can then deal with both Swampert and Feraligatr, too. Many of the opposing Pokémon know Earthquake, so a couple of Flying-type Pokémon would serve your team well, if deployed correctly.



SCEPTILE ♂  ABILITY: OVERGROW ITEM: LUM BERRY EARTHQUAKE BRICK BREAK AERIAL ACE CRUSH CLAW GRASS GROUND FIGHTING FLYING NORMAL	BLAZIKEN ♀  ABILITY: BLAZE ITEM: BRIGHT POWDER BLAZE KICK SKY UPPERCUT EARTHQUAKE ROCK SLIDE FIRE-FIGHTING FIRE FIGHTING GROUND ROCK	SWAMPERT ♀  ABILITY: TORRENT ITEM: LEFTOVERS MUD SHOT MUDDY WATER BRICK BREAK ICE BEAM WATER-GROUND GROUND WATER FIGHTING ICE
MEGANIUM ♀  ABILITY: OVERGROW ITEM: QUICK CLAW GIGA DRAIN EARTHQUAKE LEECH SEED ANCIENTPOWER GRASS GROUND GRASS ROCK	TYPHLOSION ♀  ABILITY: BLAZE ITEM: FOCUS BAND FLAMETHROWER EARTHQUAKE REVERSAL CRUSH CLAW FIRE GROUND FIGHTING	FERALIGATR ♂  ABILITY: TORRENT ITEM: SCOPE LENS SURF ICE BEAM DRAGON CLAW CRUNCH WATER ICE DRAGON DARK

ORRE COLOSSEUM

LEVEL 50: DOUBLE BATTLE POKÉ COUPON: 2,000 points

WIN ORRE ELSE

The final Level-50 Double Battle is by far the hardest you've yet encountered. You'll need a strong team and the ability to plan two or three moves ahead to clear out the passel of Trainers standing in your way. Water-, Psychic- and Flying-types are the most prevalent, but you'll also find a vast number of dual-type Pokémon. (The Trainers don't use Ice-type Pokémon and use a few Ice-type moves, so Dragon-types will have a slight advantage.) Most of your foes are combo-happy—disrupting their moves is the name of the game. Moves that afflict your opponents with status conditions will help, as will Pokémon with high Speed.



You'll be facing a combo conundrum in Orre Colosseum. Exploit type-mismatches to eliminate one half of the combo while it's still a twinkle in the Trainer's eye.

NUMBER OF TYPES YOU'LL FACE

NORMAL	6	FLYING	9
FIRE	2	PSYCHIC	7
WATER	9	BUG	2
ELECTRIC	4	ROCK	2
GRASS	6	GHOST	4
ICE	0	DRAGON	2
FIGHTING	4	DARK	6
POISON	3	STEEL	3
GROUND	5		



RECOMMENDED ATTACK/POKÉMON TYPES

GROUND

Many Ground-type moves affect everyone on the battlefield. Make sure your partner is a Flying-type or has the Levitate ability so it isn't caught in the fray at an inopportune time.

FLYING

Flying-type Pokémon usually have high Speed, which you'll need to disrupt combo attacks. Arm Flying-types with Flying-type moves so they can battle Fighting-, Normal- and Dark-type Pokémon.

PSYCHIC

Psychic-type Pokémon have an advantage against Psychic-type attacks, of which you'll see a lot. If you know Psychic-type attacks that cause status conditions, use them to disrupt combos.

DARK

The opposing Trainers have a lot of Psychic-type Pokémon, so use Dark-type skills to cut them down to size. Crunch is a good move to have, as it can reduce your opponent's Special Defense.

DRAGON

Dragon-types are vulnerable to Ice-type moves, and since there aren't any Ice-type Pokémon in Orre Colosseum, they have an advantage. Watch for other types with Ice-type attacks, however.

SPECIFIC MOVE RECOMMENDATIONS



Crunch is a strong Dark-type move that will occasionally lower your foe's Special Defense.



Sometimes you'll want to inflict massive damage—and the Grass-type move Solarbeam is just the tool for the job.



TRAINER ALERT!

BATTLE 3: VENEZ

Venez will make one Pokémon use Toxic on the other, then have the poisoned Pokémon use Facade. You must interrupt the combo before it can be formed—easier said than done. Your best bet is to inflict a status condition on one Pokémon, then wale on the other with high-power moves. Keep a very close eye on the Crobat-Swellow and Sceptile-Ursaring combos.

BATTLE 1: MESSA
RESEARCHER ♂

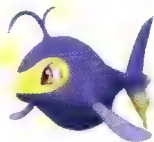
Use Electric-type moves to take out Messa's Water-type Pokémon, and any powerful moves to whittle down the rest. They will try to affect you with status conditions or lower your stats, so respond with skills that clear status conditions—or hold the appropriate item.

GOLBAT ♂
POISON-FLYING

 ABILITY: INNER FOCUS
 ITEM: LUM BERRY

 CONFUSE RAY
 ATTRACT
 POISON FANG
 PURSUIT

 GHOST
 NORMAL
 POISON
 DARK

LANTURN ♀
WATER-ELECTRIC

 ABILITY: VOLT ABSORB
 ITEM: KING'S ROCK

 CONFUSE RAY
 ATTRACT
 THUNDER WAVE
 WATERFALL

 GHOST
 NORMAL
 ELECTRIC
 WATER

TENTACRUEL ♂
WATER-POISON

 ABILITY: LIQUID Ooze
 ITEM: SCOPE LENS

 CONFUSE RAY
 ATTRACT
 SLUDGE BOMB
 WATERFALL

 GHOST
 NORMAL
 POISON
 WATER

SABLEYE ♀
DARK-GHOST

 ABILITY: KEEN EYE
 ITEM: LEFTOVERS

 CONFUSE RAY
 ATTRACT
 SHADOW BALL
 PSYCH UP

 GHOST
 NORMAL
 GHOST
 PSYCHIC

SHARPEDO ♂
WATER-DARK

 ABILITY: ROUGH SKIN
 ITEM: QUICK CLAW

 SWAGGER
 ATTRACT
 SCREECH
 SKULL BASH

 NORMAL
 NORMAL
 NORMAL
 NORMAL

DELICATTY ♀
NORMAL

 ABILITY: CUTE CHARM
 ITEM: PERSIM BERRY

 TAIL WHIP
 THUNDER
 FAINT ATTACK
 FAKE TEARS

 NORMAL
 ELECTRIC
 DARK
 DARK

BATTLE 2: OTSBO
FUN OLD LADY ♀

Otsbo usually leads with Shedinja and Wobbuffet. Take out Shedinja with a Fire-, Flying-, Rock- or Dark-type move and try to poison or paralyze Wobbuffet before it can cast Safeguard. Use a Pokémon with strong Dark-type moves to eliminate the Psychic- and Ghost-types.

WOBBUFFET ♀
PSYCHIC

 ABILITY: SHADOW TAG
 ITEM: FOCUS BAND

 COUNTER
 MIRROR COAT
 ENCORE
 SAFEGUARD

 FIGHTING
 PSYCHIC
 NORMAL
 NORMAL

SHEDINJA ♀
BUG-GHOST

 ABILITY: WONDER GUARD
 ITEM: LUM BERRY

 SWORDS DANCE
 AERIAL ACE
 SHADOW BALL
 CONFUSE RAY

 NORMAL
 FLYING
 GHOST
 GHOST

ELECTRODE
ELECTRIC

 ABILITY: SOUNDPROOF
 ITEM: SCOPE LENS

 THUNDERBOLT
 CHARGE
 LIGHT SCREEN
 TOXIC

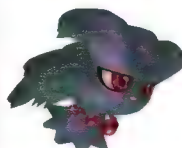
 ELECTRIC
 ELECTRIC
 PSYCHIC
 POISON

GARDEVOIR ♀
PSYCHIC

 ABILITY: SYNCHRONIZE
 ITEM: BRIGHT POWDER

 MEAN LOOK
 PSYCHIC
 HYPNOSIS
 DREAM EATER

 NORMAL
 PSYCHIC
 PSYCHIC
 PSYCHIC

MISDREAVUS ♂
GHOST

 ABILITY: LEVITATE
 ITEM: LEFTOVERS

 MEAN LOOK
 PERISH SONG
 SHADOW BALL
 THUNDERBOLT

 NORMAL
 NORMAL
 GHOST
 ELECTRIC

EXPLOUD ♂
NORMAL

 ABILITY: SOUNDPROOF
 ITEM: QUICK CLAW

 HYPER VOICE
 SCREECH
 SHADOW BALL
 HOWL

 NORMAL
 NORMAL
 GHOST
 NORMAL

BATTLE 3: VENEZ
BANDANA GUY ♂

Venez leads with Swellow and Crobat. Send in your fastest Pokémon first and try to inflict Swellow with a status condition before it can be poisoned and start using Facade. If you're having trouble, consider using a KO-inducing move like Destiny Bond or Selfdestruct.

CROBAT ♂
POISON-FLYING

 ABILITY: INNER FOCUS
 ITEM: LUM BERRY

 TOXIC
 HIDDEN POWER
 CONFUSE RAY
 BITE

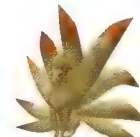
 POISON
 NORMAL
 GHOST
 DARK

SWELLOW ♂
NORMAL-FLYING

 ABILITY: GUTS
 ITEM: KING'S ROCK

 AERIAL ACE
 FACADE
 QUICK ATTACK
 TOXIC

 FLYING
 NORMAL
 NORMAL
 POISON

NINETALES ♀
FIRE

 ABILITY: FLASH FIRE
 ITEM: CHARCOAL

 FLAMETHROWER
 CONFUSE RAY
 FAINT ATTACK
 PROTECT

 FIRE
 GHOST
 DARK
 NORMAL

MILOTIC ♀
WATER

 ABILITY: MARVEL SCALE
 ITEM: LEFTOVERS

 WATERFALL
 ICE BEAM
 RECOVER
 REFRESH

 WATER
 ICE
 NORMAL
 NORMAL

SCEPTILE ♂
GRASS

 ABILITY: OVERGROW
 ITEM: BRIGHT POWDER

 TOXIC
 HIDDEN POWER
 LEAF BLADE
 CRUNCH

 POISON
 NORMAL
 GRASS
 DARK

URSARING ♀
NORMAL

 ABILITY: GUTS
 ITEM: CHESTO BERRY

 FACADE
 AERIAL ACE
 BRICK BREAK
 REST

 NORMAL
 FLYING
 FIGHTING
 PSYCHIC

**BATTLE 4: ZICKO****BODYBUILDER ♂**

Use Flying-type moves to take out Medicham, Machamp and Heracross. If you use a speedy Flying-type Pokémon to pull off the moves, you'll probably get to go first—use the opportunity to eliminate Pokémon that know Skill Swap before they can use it.

MEDICHAM ♂

FIGHTING-PSYCHIC



ABILITY: PURE POWER
ITEM: FOCUS BAND

FAKE OUT
SHADOW BALL
BRICK BREAK
RECOVER

NORMAL
GHOST
FIGHTING
NORMAL

DUSCLOPS ♀

GHOST



ABILITY: PRESSURE
ITEM: BRIGHT POWDER

SKILL SWAP
SHADOW PUNCH
EARTHQUAKE
CONFUSE RAY

PSYCHIC
GHOST
GROUND
GHOST

AZUMARILL ♀

WATER



ABILITY: HUGE POWER
ITEM: LAX INCENSE

ENCORE
TAIL WHIP
RAIN DANCE
HYDRO PUMP

NORMAL
NORMAL
WATER
WATER

CLAYDOL

GROUND-PSYCHIC



ABILITY: LEVITATE
ITEM: LEFTOVERS

SKILL SWAP
EARTHQUAKE
SHADOW BALL
ROCK TOMB

PSYCHIC
GROUND
GHOST
ROCK

MACHAMP ♂

FIGHTING



ABILITY: GUTS
ITEM: QUICK CLAW

CROSS CHOP
EARTHQUAKE
ROCK SLIDE
PROTECT

FIGHTING
GROUND
ROCK
NORMAL

HERACROSS ♂

BUG-FIGHTING



ABILITY: SWARM
ITEM: SALAC BERRY

MEGAHORN
EARTHQUAKE
ENDURE
REVERSAL

BUG
GROUND
NORMAL
FIGHTING

**BATTLE 5: MACIK****ST. PERFORMER ♀**

Macik's strategy revolves around Sandstorm—eliminate Mawile and Skarmory before they can use the move. A strong Water-type move like Hydro Pump can take out Gligar and Sandslash. Cacturne will get harder to hit as the battle progresses, so blast it early.

MAWILE ♂

STEEL



ABILITY: INTIMIDATE
ITEM: FOCUS BAND

SANDSTORM
SWORDS DANCE
BATON PASS
TOXIC

ROCK
NORMAL
NORMAL
POISON

SANDSLASH ♀

GROUND



ABILITY: SAND VEIL
ITEM: BRIGHT POWDER

EARTHQUAKE
SWORDS DANCE
SLASH
AERIAL ACE

GROUND
NORMAL
NORMAL
FLYING

CACTURNE ♂

GRASS-DARK



ABILITY: SAND VEIL
ITEM: LAX INCENSE

FAINT ATTACK
NEEDLE ARM
FOCUS PUNCH
DOUBLE TEAM

DARK
GRASS
FIGHTING
NORMAL

GLIGAR ♀

GROUND-FLYING



ABILITY: SAND VEIL
ITEM: QUICK CLAW

EARTHQUAKE
GUILLotine
SLASH
SANDSTORM

GROUND
NORMAL
NORMAL
ROCK

SKARMORY ♂

STEEL-FLYING



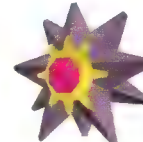
ABILITY: KEEN EYE
ITEM: LUM BERRY

SANDSTORM
DRILL PECK
STEEL WING
LEER

ROCK
FLYING
STEEL
NORMAL

STARMIE

WATER-PSYCHIC



ABILITY: NATURAL CURE
ITEM: SCOPE LENS

PSYCHIC
THUNDERBOLT
RETURN
ICE BEAM

PSYCHIC
ELECTRIC
NORMAL
ICE

**BATTLE 6: LEVENS****COOLTRAINER ♀**

Levens will usually pair his Water-type Pokémon with either Rhydon or Manectric, because their Lightningrod ability will draw Electric-type attacks away from a partner. Focus on Rhydon and Manectric as soon as they appear, then use Ground- or Electric-type moves on the others.

GYARADOS ♂

WATER-FLYING



ABILITY: INTIMIDATE
ITEM: SHELL BELL

DRAGON DANCE
RETURN
EARTHQUAKE
WATERFALL

DRAGON
NORMAL
GROUND
WATER

RHYDON ♀

GROUND-ROCK



ABILITY: LIGHTNINGROD
ITEM: BRIGHT POWDER

PROTECT
EARTHQUAKE
ROCK BLAST
MEGAHORN

NORMAL
GROUND
ROCK
BUG

ALTARIA ♀

DRAGON-FLYING



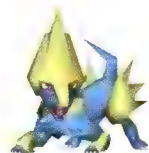
ABILITY: NATURAL CURE
ITEM: LEFTOVERS

DRAGON DANCE
DRAGONBREATH
EARTHQUAKE
AERIAL ACE

DRAGON
DRAGON
GROUND
FLYING

MANECTRIC ♂

ELECTRIC



ABILITY: LIGHTNINGROD
ITEM: LAX INCENSE

PROTECT
THUNDER
THUNDER WAVE
RAIN DANCE

NORMAL
ELECTRIC
ELECTRIC
WATER

GOREBYSS ♀

WATER



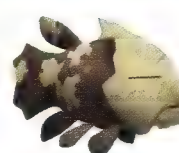
ABILITY: SWIFT SWIM
ITEM: LUM BERRY

HYDRO PUMP
CONFUSE RAY
PSYCHIC
PROTECT

WATER
GHOST
PSYCHIC
NORMAL

RELICANTH ♂

WATER-ROCK



ABILITY: SWIFT SWIM
ITEM: QUICK CLAW

PROTECT
DOUBLE-EDGE
EARTHQUAKE
ROCK TOMB

NORMAL
NORMAL
GROUND
ROCK



SEMIFINAL: FARFIN

COOLTRAINER ♂



Cooltrainer Farfin wields a team that is built around the weather. Your first priority is to make sure his Jumpluff and Tropius can't use Sunny Day—if they do, your team will be decimated with Solarbeam. Ice-type moves will eliminate both of them in short order, but Fire-, Electric-, Poison-, Bug- and Rock-type moves are also good. Use the same moves to take out Shiftry, and try Water-type moves on Houndoom. Ground- and Fighting-type moves will take down Ampharos and Castform, respectively. If the team manages to cast Sunny Day, respond with a weather-creating move of your own, such as Rain Dance or Sandstorm.

JUMPLUFF ♀

GRASS-FLYING



ABILITY: CHLOROPHYLL
ITEM: LEFTOVERS

SUNNY DAY
SOLARBEAM
HIDDEN POWER
LEECH SEED

FIRE
GRASS
NORMAL
GRASS

HOUNDOOM ♂

DARK-FIRE



ABILITY: FLASH FIRE
ITEM: WHITE HERB

OVERHEAT
SOLARBEAM
CRUNCH
SLUDGE BOMB

FIRE
GRASS
DARK
POISON

CASTFORM ♀

NORMAL



ABILITY: FORECAST
ITEM: BRIGHT POWDER

WEATHER BALL
THUNDER
SOLARBEAM
FLAMETHROWER

NORMAL
ELECTRIC
GRASS
FIRE

TROPIUS ♂

GRASS-FLYING



ABILITY: CHLOROPHYLL
ITEM: QUICK CLAW

SUNNY DAY
SOLARBEAM
SWEET SCENT
BODY SLAM

FIRE
GRASS
NORMAL
NORMAL

SHIFTRY ♂

GRASS-DARK



ABILITY: CHLOROPHYLL
ITEM: SCOPE LENS

SOLARBEAM
FAINT ATTACK
SHADOW BALL
FAKE OUT

GRASS
DARK
GHOST
NORMAL

AMPHAROS ♀

ELECTRIC



ABILITY: STATIC
ITEM: LUM BERRY

THUNDERBOLT
THUNDER WAVE
LIGHT SCREEN
BRICK BREAK

ELECTRIC
ELECTRIC
PSYCHIC
FIGHTING

FINAL: TARDEL

SUPERTRAINER ♂



Tardel likes to lead with Alakazam and Breloom, so counter with strong Dark- and Flying-types, respectively. (Alakazam doesn't have great Defense, so any strong physical attack will knock it for a loop.) Use Fire- or Ground-type attacks on Metagross, and Ice-type attacks on Flygon—who is doubly vulnerable to Ice-type damage. If Miltank comes into the arena, a strong Fighting-type move is your best bet—although the Normal-type Pokémon has a lot of HP. Your main concern is Umbreon, who is hard to damage and knows Protect and Helping Hand. The Dark-type Pokémon will play a mostly defensive game, so concentrate on its partner Pokémon and whittle it down when you can.

ALAKAZAM ♂

PSYCHIC



ABILITY: INNER FOCUS
ITEM: BRIGHT POWDER

PSYCHIC
THUNDERPUNCH
FIRE PUNCH
ICE PUNCH

PSYCHIC
ELECTRIC
FIRE
ICE

BRELOOM ♂

GRASS-FIGHTING



ABILITY: EFFECT SPORE
ITEM: FOCUS BAND

SPORE
HELPING HAND
BRICK BREAK
SLUDGE BOMB

GRASS
NORMAL
FIGHTING
POISON

METAGROSS

STEEL-PSYCHIC



ABILITY: CLEAR BODY
ITEM: QUICK CLAW

PSYCHIC
METEOR MASH
AERIAL ACE
SHADOW BALL

PSYCHIC
STEEL
FLYING
GHOST

FLYGON ♂

GROUND-DRAGON



ABILITY: LEVITATE
ITEM: SHELL BELL

DRAGONBREATH
RETURN
CRUNCH
ROCK TOMB

DRAGON
NORMAL
DARK
ROCK

UMBREON ♀

DARK



ABILITY: SYNCHRONIZE
ITEM: LEFTOVERS

PROTECT
HELPING HAND
TOXIC
CONFUSE RAY

NORMAL
NORMAL
POISON
GHOST

MILTANK ♀

NORMAL



ABILITY: THICK FAT
ITEM: LUM BERRY

SHADOW BALL
BODY SLAM
BRICK BREAK
HELPING HAND

GHOST
NORMAL
FIGHTING
NORMAL

TOWER COLOSSEUM

LEVEL 100: SINGLE BATTLE POKÉ COUPON: 3,000 points

TOWER OF POWER

Every Pokémon you face in the Tower Colosseum is at level 100, and you'll want to be as close to that mark as possible. Grass-type moves will be invaluable in the fight, as will strong Electric-type attacks. As usual, a mighty Ground-type that knows Earthquake will be handy in a wide variety of circumstances. Some of the opposing Trainers try to overwhelm you with sheer power, but others are much craftier and rely on status-altering moves and defensive gems like Mirror Coat and Counter. You'll want a team with a couple of heavy hitters, a status-altering specialist or two and a couple of Pokémon with a wide variety of move types.



If you make a mistake, the opposing Trainers are likely to jump all over it. Be wary of Pokémon that know attacks of their own type—they get a huge damage multiplier each time they use the move.

NUMBER OF TYPES YOU'LL FACE

NORMAL	3	FLYING	6
FIRE	3	PSYCHIC	6
WATER	11	BUG	5
ELECTRIC	5	ROCK	2
GRASS	7	GHOST	1
ICE	2	DRAGON	7
FIGHTING	6	DARK	3
POISON	2	STEEL	2
GROUND	5		



RECOMMENDED ATTACK/POKÉMON TYPES

NORMAL

A level-100 Normal-type Pokémon will be a boon to your party, especially if it knows a Grass- or Ice-type move or two. If it has an especially high HP, give it Leftovers or a Focus Band to hold.

GROUND

The combination of a Ground-type Pokémon and the Earthquake move is one of the best in all of Pokémon Colosseum. If you stay away from Ice-, Grass- and Water-attacks, you'll be home free.

DRAGON

The opposing Trainers have a lot of Dragon-type Pokémon. Don't take them on with a Dragon-type of your own—instead, use a Pokémon of a different type that knows Dragon-type attacks.

FIRE

The large number of Grass-type Pokémon that you'll face makes Fire-type moves a real plus. There are also two tricky Steel-type Pokémon that you can blast with a Fire-type move.

STEEL

Use a Steel-type Pokémon when you want to prolong a battle or wear down an opponent. Naturally high Defense and HP make most Steel-types tough nuts to crack.

SPECIFIC MOVE RECOMMENDATIONS



Hyper Beam is a seriously strong Normal-type move. You'll have to wait a turn to recharge if you use it.



Aerial Ace is a Flying-type move that works against Grass-, Fighting- and Bug-types.



TRAINER ALERT!

BATTLE 5: LAGIN


Lagin has rare, powerful Pokémon that will work your team. A defensive strategy built around moves like Mirror Coat and Counter is one way to go. You can also try to dispel Latios and Suicune's Calm Mind move with moves like Haze. Shedinja is vulnerable only to Fire-, Rock-, Flying-, Ghost- and Dark-moves, so make sure that one of your team members can strike.



BATTLE 1: LAGRON
TEACHER ♀

Ground-type moves work well against Lanturn and Ninetales, while Fire- and Flying-type moves are useful for Meganium and Jumpluff. Lagron's team will try to hit you with status conditions, but having a Pokémon hold a White Herb or Lum Berry will negate the effect.

LANTURN ♀ WATER-ELECTRIC

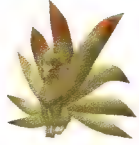


ABILITY: VOLT ABSORB
ITEM: LAX INCENSE

ICE BEAM
THUNDERBOLT
THUNDER WAVE
CONFUSE RAY

ICE
ELECTRIC
ELECTRIC
GHOST

NINETALES ♀ FIRE




ABILITY: FLASH FIRE
ITEM: WHITE HERB

OVERHEAT
CONFUSE RAY
WILL-O-WISP
ROAR

FIRE
GHOST
FIRE
NORMAL

MEGANIUM ♀ GRASS




ABILITY: OVERGROW
ITEM: LEPPA BERRY

BODY SLAM
SYNTHESIS
LIGHT SCREEN
LEECH SEED

NORMAL
GRASS
PSYCHIC
GRASS

UMBREON ♀ DARK




ABILITY: SYNCHRONIZE
ITEM: LEFTOVERS

CONFUSE RAY
SCREECH
MEAN LOOK
DOUBLE TEAM

GHOST
NORMAL
NORMAL
NORMAL

MILOTIC ♀ WATER



ABILITY: MARVEL SCALE
ITEM: QUICK CLAW

RECOVER
TOXIC
WRAP
CONFUSE RAY

NORMAL
POISON
NORMAL
GHOST

JUMPLUFF ♀ GRASS-FLYING



ABILITY: CHLOROPHYLL
ITEM: BRIGHT POWDER

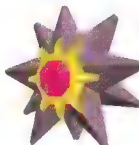
LEECH SEED
SLEEP POWDER
SYNTHESIS
REFLECT

GRASS
GRASS
GRASS
PSYCHIC

BATTLE 2: KALER
BANDANNA GUY ♂

Flying-type moves will help you decimate Breloom, Heracross and Machamp, while an Ice-type move will destroy Flygon. If you have a strong Ground-type that knows Earthquake, bring it along to deal with Electrode. Get your Flying-types out of the battle if Starmie appears.

STARMIE WATER-PSYCHIC




ABILITY: NATURAL CURE
ITEM: PETAYA BERRY

SURF
ICE BEAM
THUNDERBOLT
RECOVER

WATER
ICE
ELECTRIC
NORMAL

BRELOOM ♂ GRASS-FIGHTING




ABILITY: EFFECT SPORE
ITEM: QUICK CLAW

SPORE
SWAGGER
BRICK BREAK
SLUDGE BOMB

GRASS
NORMAL
FIGHTING
POISON

HERACROSS ♂ BUG-FIGHTING



ABILITY: SWARM
ITEM: SALAC BERRY

MEGAHORN
EARTHQUAKE
ENDURE
REVERSAL

BUG
GROUND
NORMAL
FIGHTING

ELECTRODE ELECTRIC



ABILITY: STATIC
ITEM: LUM BERRY

EXPLOSION
LIGHT SCREEN
THUNDERBOLT
MIRROR COAT

NORMAL
PSYCHIC
ELECTRIC
PSYCHIC

FLYGON ♀ GROUND-DRAGON



ABILITY: LEVITATE
ITEM: BRIGHT POWDER

EARTHQUAKE
DRAGONBREATH
HYPER BEAM
FLAMETHROWER

GROUND
DRAGON
NORMAL
FIRE

MACHAMP ♂ FIGHTING



ABILITY: GUTS
ITEM: SCOPE LENS


ENCORE
CROSS CHOP
EARTHQUAKE
ROCK TOMB

NORMAL
FIGHTING
GROUND
ROCK

BATTLE 3: VANHUB
COOLTRAINER ♂

Keep Dragon-types out of this battle. A Steel-type with high Special Defense will help against Alakazam. Use quick Flying-types with Flying-type attacks to eliminate Ludicolo and Sceptile. Rock-type moves are the way to go with Gyarados and Regice—watch for the latter's Explosion.

ALAKAZAM ♀ PSYCHIC




ABILITY: INNER FOCUS
ITEM: BRIGHT POWDER

PSYCHIC
ENCORE
PROTECT
HIDDEN POWER

PSYCHIC
NORMAL
NORMAL
NORMAL

RHYDON ♂ GROUND-ROCK



ABILITY: ROCK HEAD
ITEM: QUICK CLAW

EARTHQUAKE
ROCK BLAST
MEGAHORN
CRUSH CLAW

GROUND
ROCK
BUG
NORMAL

LUDICOLO ♀ WATER-GRASS

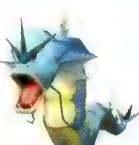


ABILITY: SWIFT SWIM
ITEM: FOCUS BAND

HYDRO PUMP
GIGA DRAIN
ICE BEAM
TOXIC

WATER
GRASS
ICE
POISON

GYARADOS ♂ WATER-FLYING




ABILITY: INTIMIDATE
ITEM: KING'S ROCK

EARTHQUAKE
HYDRO PUMP
DRAGON DANCE
HIDDEN POWER

GROUND
WATER
DRAGON
NORMAL

REGICE ICE




ABILITY: CLEAR BODY
ITEM: LEFTOVERS

ICE BEAM
THUNDER
RAIN DANCE
EXPLOSION

ICE
ELECTRIC
WATER
NORMAL

SCEPTILE ♂ GRASS



ABILITY: OVERGROW
ITEM: SCOPE LENS

LEAF BLADE
CRUNCH
DRAGON CLAW
QUICK ATTACK

GRASS
DARK
DRAGON
NORMAL

**BATTLE 4: PORTA****RIDER ?**

Porta often leads with Ninjask—take it out with a Rock-type move if you can, Fire- or Flying-type moves otherwise. Use Water-type attacks to deal with Tyranitar and Typhlosion, and Flying-type moves on Heracross. Electric-type moves will work wonders on Dodrio and Gorebyss.

NINJASK ♂

BUG-FLYING



ABILITY: SPEED BOOST
ITEM: BRIGHT POWDER

SWORDS DANCE
SILVER WIND
PROTECT
BATON PASS

NORMAL
BUG
NORMAL
NORMAL

GOREBYSS ♂

WATER



ABILITY: SWIFT SWIM
ITEM: CHESTO BERRY

AMNESIA
IRON DEFENSE
BATON PASS
REST

PSYCHIC
STEEL
NORMAL
PSYCHIC

DODRIO ♂

NORMAL-FLYING



ABILITY: EARLY BIRD
ITEM: SCOPE LENS

TRI ATTACK
RETURN
HIDDEN POWER
DRILL PECK

NORMAL
NORMAL
NORMAL
FLYING

TYRANITAR ♂

ROCK-DARK



ABILITY: SAND STREAM
ITEM: LEFTOVERS

EARTHQUAKE
AERIAL ACE
CRUNCH
ANCIENTPOWER

GROUND
FLYING
DARK
ROCK

HERACROSS ♂

BUG-FIGHTING



ABILITY: SWARM
ITEM: FOCUS BAND

BRICK BREAK
EARTHQUAKE
MEGAHORN
REVERSAL

FIGHTING
GROUND
BUG
FIGHTING

TYPHLOSION ♂

FIRE



ABILITY: BLAZE
ITEM: KING'S ROCK

FLAMETHROWER
EARTHQUAKE
BRICK BREAK
AERIAL ACE

FIRE
GROUND
FIGHTING
FLYING

**BATTLE 5: LAGIN****SUPERTRAINER ♂**

Inflct a Burn or Poison condition on Wobbuffet, then sit back and do nothing until the status condition causes a KO—that way you can avoid Destiny Bond. Use Ice-type moves on Salamence and Latios, Electric-type moves on Suicune and Fire-type moves on Metagross.

LATIOS ♂

DRAGON-PSYCHIC



ABILITY: LEVITATE
ITEM: BRIGHT POWDER

LUSTER PURGE
DRAGON CLAW
THUNDERBOLT
CALM MIND

PSYCHIC
DRAGON
ELECTRIC
PSYCHIC

METAGROSS

STEEL-PSYCHIC



ABILITY: CLEAR BODY
ITEM: LEFTOVERS

METEOR MASH
SHADOW BALL
EARTHQUAKE
BRICK BREAK

STEEL
GHOST
GROUND
FIGHTING

SALAMENCE ♂

DRAGON-FLYING



ABILITY: INTIMIDATE
ITEM: SCOPE LENS

HYDRO PUMP
FIRE BLAST
DRAGON CLAW
CRUNCH

WATER
FIRE
DRAGON
DARK

SHEDINJA

BUG-GHOST



ABILITY: WONDER GUARD
ITEM: LUM BERRY

SWORDS DANCE
SHADOW BALL
CONFUSE RAY
SILVER WIND

NORMAL
GHOST
GHOST
BUG

SUICUNE

WATER



ABILITY: PRESSURE
ITEM: CHESTO BERRY

ICE BEAM
SURF
CALM MIND
REST

ICE
WATER
PSYCHIC
PSYCHIC

WOBBUFFET ♂

PSYCHIC



ABILITY: SHADOW TAG
ITEM: QUICK CLAW

ENCORE
COUNTER
MIRROR COAT
DESTINY BOND

NORMAL
FIGHTING
PSYCHIC
GHOST

**BATTLE 6: GARVON****SUPERTRAINER ?**

Slaking attacks every other turn, and usually uses Hyper Beam. Try to eliminate it during the downtime or use a move like Counter. Latias, Crobat and Rayquaza are vulnerable to Ice-type attacks. If you have a big Ground-type that knows Earthquake, use it for Miltank and Raikou.

RAYQUAZA

DRAGON-FLYING



ABILITY: AIR LOCK
ITEM: LEFTOVERS

DRAGON DANCE
EXTREMESPEED
EARTHQUAKE
AERIAL ACE

DRAGON
NORMAL
GROUND
FLYING

LATIAS ♀

DRAGON-PSYCHIC



ABILITY: LEVITATE
ITEM: LAX INCENSE

MIST BALL
DRAGON CLAW
CALM MIND
SURF

PSYCHIC
DRAGON
PSYCHIC
WATER

SLAKING ♂

NORMAL



ABILITY: TRUANT
ITEM: CHOICE BAND

HYPER BEAM
SHADOW BALL
EARTHQUAKE

NORMAL
GHOST
GROUND

RAIKOU

ELECTRIC



ABILITY: PRESSURE
ITEM: BRIGHT POWDER

THUNDERBOLT
CRUNCH
HIDDEN POWER
QUICK ATTACK

ELECTRIC
DARK
NORMAL
NORMAL

CROBAT ♂

POISON-FLYING



ABILITY: INNER FOCUS
ITEM: SCOPE LENS

SHADOW BALL
CONFUSE RAY
SLUDGE BOMB
AERIAL ACE

GHOST
GHOST
POISON
FLYING

MILTANK ♀

NORMAL



ABILITY: THICK FAT
ITEM: SALAC BERRY

ENDURE
REVERSAL
EARTHQUAKE
BODY SLAM

NORMAL
FIGHTING
GROUND
NORMAL









SEMIFINAL: GUYIT

RICH BOY ♂



Electric-, Grass- and Ground-type skills rule the day against Guyit. A Ground-type Pokémon with a strong Ground-type attack can deal with Raichu and Ampharos easily. Poor Swampert is doubly vulnerable to Grass-type attacks, so hit it with a powerful one like Solarbeam to KO it in a single turn. Because Scizor is a Bug-and-Steel-type, it is doubly vulnerable to Fire-type attacks—so make sure you can strike with a strong one. Finally, both Kingdra and Kyogre will fall to strong Electric-type attacks. Kyogre's Drizzle ability will cause rain to fall, which is the perfect chance to use the Thunder move if you have it.







KYOGRE  ABILITY: DRIZZLE ITEM: CHERI BERRY SURF ICE BEAM THUNDER DOUBLE-EDGE WATER ICE ELECTRIC NORMAL	SCIZOR ♂  ABILITY: SWARM ITEM: LEFTOVERS AGILITY SWORDS DANCE SILVER WIND FRUSTRATION BUG-STEEL PSYCHIC NORMAL BUG NORMAL	KINGDRA ♀  ABILITY: SWIFT SWIM ITEM: CHESTO BERRY HYDRO PUMP DRAGONBREATH ICE BEAM REST WATER-DRAGON WATER DRAGON ICE PSYCHIC
SWAMPERT ♂  ABILITY: TORRENT ITEM: LUM BERRY SURF EARTHQUAKE ICE BEAM BRICK BREAK WATER-GROUND WATER GROUND ICE FIGHTING	RAICHU ♂  ABILITY: STATIC ITEM: FOCUS BAND THUNDER THUNDER WAVE REVERSAL ATTRACT ELECTRIC ELECTRIC FIGHTING NORMAL	AMPHAROS ♀  ABILITY: STATIC ITEM: MAGNET THUNDER THUNDER WAVE HIDDEN POWER ATTRACT ELECTRIC ELECTRIC NORMAL NORMAL

FINAL: HUFNAK

SUPERTRAINER ♂



If you have a Pokémon that knows Solarbeam, use it against Groudon—otherwise, take down the big Ground-type with Ice- or Water-type moves. Blaziken is also vulnerable to Water-type moves, although its Endure move may be easier to overcome if you inflict a status condition such as Poison. Ice- and Fire-type attacks will be effective against Vileplume and Shiftry, while Ice-type attacks will do double damage to Flygon. Walrein requires a bit of planning, as its Sheer Cold move can KO you in one hit. Try to blast it with a Rock- or Fighting-type move, or inflict a status condition like Sleep or Poison—Toxic is a great move if you have it. If the sun is out when Shiftry or Vileplume appears, change the weather before it uses Solarbeam.

GROUDON  ABILITY: DROUGHT ITEM: CHESTO BERRY EARTHQUAKE FRUSTRATION FIRE BLAST REST GROUND NORMAL FIRE PSYCHIC	VILEPLUME ♀  ABILITY: CHLOROPHYLL ITEM: BRIGHT POWDER HIDDEN POWER SOLARBEAM SLEEP POWDER SYNTHESIS GRASS-POISON NORMAL GRASS GRASS GRASS	SHIFTRY ♂  ABILITY: CHLOROPHYLL ITEM: LAX INCENSE SHADOW BALL EXPLOSION SOLARBEAM QUICK ATTACK GRASS-DARK GHOST NORMAL GRASS NORMAL
BLAZIKEN ♂  ABILITY: BLAZE ITEM: SALAC BERRY EARTHQUAKE OVERHEAT ENDURE REVERSAL FIRE-FIGHTING GROUND FIRE NORMAL FIGHTING	FLYGON ♀  ABILITY: LEVITATE ITEM: SCOPE LENS FIRE BLAST DRAGON CLAW CRUNCH SOLARBEAM GROUND-DRAGON FIRE DRAGON DARK GRASS	WALREIN ♂  ABILITY: THICK FAT ITEM: LEFTOVERS ICE BEAM HIDDEN POWER SHEER COLD REST ICE-WATER ICE NORMAL ICE PSYCHIC

TOWER COLOSSEUM

LEVEL 100: DOUBLE BATTLE POKÉ COUPON: 3,000 points

TOWER OVER THE COMPETITION

We won't lie to you—you're about to enter a world of pain. The Trainers in this colosseum are a diabolical lot, and they've rigged their teams to seize on any advantage that you might present them. You'll often have to choose between using a very powerful move that affects only one Pokémon, and using a weaker attack that damages both combatants. Always be on the lookout for ways to disrupt your challenger's combo attacks (speedy Flying-types work well for this), as well as for any type-mismatches that may come up. Above all, be patient. If a team doesn't work, tinker with it or create a new one, then try again.



Helping Hand is one of the many moves that opposing Pokémon use to initiate a combo. When disrupting a combo, strike whichever Pokémon you can disable the fastest—look for type mismatches or a big Speed advantage.

NUMBER OF TYPES YOU'LL FACE

NORMAL	7	FLYING	10
FIRE	3	PSYCHIC	5
WATER	9	BUG	3
ELECTRIC	3	ROCK	4
GRASS	5	GHOST	2
ICE	3	DRAGON	4
FIGHTING	2	DARK	5
POISON	1	STEEL	3
GROUND	6		



RECOMMENDED ATTACK/POKÉMON TYPES

GROUND

There's yet to be a double battle where Ground-type Pokémon aren't helpful. Electric-, Fire-, Rock- and Steel-types will all tremble before your mighty Ground-type attacks.

FLYING

Most Flying-type Pokémon have very high Speed ratings, which means you can use them to strike first and disrupt an opponent's combo before it can be formed.

ELECTRIC

You'll face as many as 19 Water- and Flying-type Pokémon, so a good Electric-type move is a must. Electric-type Pokémon are at a bit of a disadvantage, but the damage multiplier could be worth it.

NORMAL

Some fights are easier to win if you're on the defensive. A Normal-type that knows Mirror Coat, Counter and other such skills can make all the difference against a high-powered team.

GHOST

The Ghost-type may come into play a lot if you use a defensive strategy. Putting strong Pokémon to sleep so your team can go to work on them is always a good tactic.

SPECIFIC MOVE RECOMMENDATIONS



When it comes to Earthquake, there's no such thing as overkill. Use it if you've got it.



The Quick Attack move can be the difference between a win and a defeat—especially if your foe is weakened.



TRAINER ALERT!

BATTLE 2: PULINK

If you don't have a team of Level-100 Pokémon that you've stuffed full of Carbos and Proteins, you don't stand a chance. If you do have such a team, try adopting a defensive strategy based on Mirror Coat and Protect, and also use Electric-, Flying- and Ground-type moves. You may need to try some obscure tricks, such as using a Wonder Guard-Skill Swap combo with Shedinja.



BATTLE 1: KOLOT

HUNTER ♂

Kolot often leads with Tyranitar and Togetic. Use Earthquake to eliminate Tyranitar, then buffet Togetic with Electric-, Ice- or Rock-type moves. Electric-type attacks also work against Starmie, and Ice-type moves will hurt Swampert and Gligar. Watch for Tyranitar's Sand Stream.

TYRANITAR ♂

ROCK-DARK



ABILITY: SAND STREAM
ITEM: LEFTOVERS

DRAGON DANCE
ROCK SLIDE
EARTHQUAKE
AERIAL ACE

DRAGON
ROCK
GROUND
FLYING

TOGETIC ♀

NORMAL-FLYING



ABILITY: SERENE GRACE
ITEM: LUM BERRY

FOLLOW ME
WISH
ATTRACT
YAWN

NORMAL
NORMAL
NORMAL
NORMAL

GLIGAR ♀

GROUND-FLYING



ABILITY: SAND VEIL
ITEM: BRIGHT POWDER

EARTHQUAKE
AERIAL ACE
GUILLOTINE
PROTECT

GROUND
FLYING
NORMAL
NORMAL

CACTURNE ♀

GRASS-DARK



ABILITY: SAND VEIL
ITEM: LAX INCENSE

GIGA DRAIN
FAINT ATTACK
PROTECT
FOCUS PUNCH

GRASS
DARK
NORMAL
FIGHTING

SWAMPERT ♂

WATER-GROUND



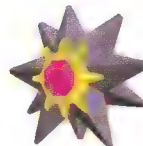
ABILITY: TORRENT
ITEM: QUICK CLAW

EARTHQUAKE
HYDRO PUMP
ICE BEAM
PROTECT

GROUND
WATER
ICE
NORMAL

STARMIE

WATER-PSYCHIC



ABILITY: NATURAL CURE
ITEM: SCOPE LENS

HYDRO PUMP
PROTECT
THUNDERBOLT
PSYCHIC

WATER
NORMAL
ELECTRIC
PSYCHIC

BATTLE 2: PULINK

RIDER ♀

Use a Fire-type move to handle Jirachi, a Ground-type for Typhlosion, a Flying-type for Heracross and Electric-types for Swellow, Suicune and Walrein. It's much easier said than done—you'll need phenomenally strong Pokémon and a good deal of luck to take out Pulink.

SUICUNE

WATER



ABILITY: PRESSURE
ITEM: LEFTOVERS

CALM MIND
ICE BEAM
HYDRO PUMP
PROTECT

PSYCHIC
ICE
WATER
NORMAL

HERACROSS ♂

BUG-FIGHTING



ABILITY: GUTS
ITEM: SALAC BERRY

MEGAHORN
EARTHQUAKE
ENDURE
REVERSAL

BUG
GROUND
NORMAL
FIGHTING

SWELLOW ♀

NORMAL-FLYING



ABILITY: GUTS
ITEM: CHOICE BAND

FRUSTRATION
FACADE
AERIAL ACE
QUICK ATTACK

NORMAL
NORMAL
FLYING
NORMAL

TYPHLOSION ♀

FIRE



ABILITY: BLAZE
ITEM: WHITE HERB

OVERHEAT
HIDDEN POWER
HYPER BEAM
PROTECT

FIRE
NORMAL
NORMAL
NORMAL

WALREIN ♂

ICE-WATER



ABILITY: THICK FAT
ITEM: CHESTO BERRY

ICE BEAM
WATERFALL
SHEER COLD
REST

ICE
WATER
ICE
PSYCHIC

JIRACHI

STEEL-PSYCHIC



ABILITY: SERENE GRACE
ITEM: BRIGHT POWDER

PSYCHIC
THUNDERBOLT
CALM MIND
WATER PULSE

PSYCHIC
ELECTRIC
PSYCHIC
WATER

BATTLE 3: CHOTE

CHASER ♂

Eliminate Rayquaza with Ice-type moves, and blast Milotic and Gyarados with Electric-type attacks. Watch for Rhydon's Lightningrod ability—he'll often come out with the Water-types and draw away any Electric-type attacks you throw his partner's way.

HARIYAMA ♀

FIGHTING



ABILITY: THICK FAT
ITEM: LAX INCENSE

BRICK BREAK
HELPING HAND
FAKE OUT
PROTECT

FIGHTING
NORMAL
NORMAL
NORMAL

RAYQUAZA

DRAGON-FLYING



ABILITY: AIR LOCK
ITEM: LEFTOVERS

AERIAL ACE
EARTHQUAKE
DRAGON DANCE
FRUSTRATION

FLYING
GROUND
DRAGON
NORMAL

RHYDON ♂

GROUND-ROCK



ABILITY: LIGHTNINGROD
ITEM: QUICK CLAW

MEGAHORN
ROCK BLAST
EARTHQUAKE
PROTECT

BUG
ROCK
GROUND
NORMAL

SCEPTILE ♀

GRASS



ABILITY: OVERGROW
ITEM: SCOPE LENS

LEAF BLADE
CRUNCH
DRAGON CLAW
DETECT

GRASS
DARK
DRAGON
FIGHTING

MILOTIC ♂

WATER



ABILITY: MARVEL SCALE
ITEM: LUM BERRY

HYDRO PUMP
RECOVER
ICE BEAM
CONFUSE RAY

WATER
NORMAL
ICE
GHOST

GYARADOS ♂

WATER-FLYING



ABILITY: INTIMIDATE
ITEM: KING'S ROCK

DRAGON DANCE
FRUSTRATION
EARTHQUAKE
HIDDEN POWER

DRAGON
NORMAL
GROUND
NORMAL




BATTLE 4: BIGON

HUNTER ♀

Four of Gigan's Pokémon know Earthquake, so use as many Flying-types as you can. Fire-type attacks will deal with Sneasel, Metagross and Ninjask, while the Ice Beam move is perfect for Salamence. Bigon often leads with Ninjask and Sneasel, so be prepared.

SNEASEL ♀ DARK-ICE




ABILITY: INNER FOCUS
ITEM: LAX INCENSE

FAKE OUT
CRUSH CLAW
BRICK BREAK
TAUNT

NORMAL
NORMAL
FIGHTING
DARK

NINJASK ♂ BUG-FLYING




ABILITY: SPEED BOOST
ITEM: BRIGHT POWDER

SWORDS DANCE
PROTECT
SILVER WIND
BATON PASS

NORMAL
NORMAL
BUG
NORMAL

METAGROSS STEEL-PSYCHIC



ABILITY: CLEAR BODY
ITEM: LEFTOVERS

SHADOW BALL
METEOR MASH
AERIAL ACE
EARTHQUAKE

GHOST
STEEL
FLYING
GROUND

GRANBULL ♀ NORMAL




ABILITY: INTIMIDATE
ITEM: FOCUS BAND

FRUSTRATION
SHADOW BALL
EARTHQUAKE
BRICK BREAK

NORMAL
GHOST
GROUND
FIGHTING

URSARING ♀ NORMAL




ABILITY: GUTS
ITEM: SHELL BELL

FRUSTRATION
EARTHQUAKE
BRICK BREAK
HIDDEN POWER

NORMAL
GROUND
FIGHTING
NORMAL

SALAMENCE ♂ DRAGON-FLYING



ABILITY: INTIMIDATE
ITEM: SCOPE LENS

AERIAL ACE
FRUSTRATION
BRICK BREAK
EARTHQUAKE

FLYING
NORMAL
FIGHTING
GROUND




BATTLE 5: RASK

COOLTRAINER ♀

Rask almost always leads with Slaking and one of her two Psychic-types; she then uses Skill Swap to remove Slaking's Truant ability, letting it attack on every turn. Hit the big Normal-type with your strongest moves, and try to KO it before it can cause too much trouble.

SLAKING ♂ NORMAL




ABILITY: TRUANT
ITEM: LEFTOVERS

FRUSTRATION
SHADOW BALL
EARTHQUAKE
SLACK OFF

NORMAL
GHOST
GROUND
NORMAL

ALAKAZAM ♀ PSYCHIC




ABILITY: INNER FOCUS
ITEM: BRIGHT POWDER

SKILL SWAP
PSYCHIC
ICE PUNCH
FIRE PUNCH

PSYCHIC
PSYCHIC
ICE
FIRE

DODRIO ♂ NORMAL-FLYING




ABILITY: EARLY BIRD
ITEM: CHOICE BAND

DRILL PECK
FRUSTRATION
HYPER BEAM
HAZE

FLYING
NORMAL
NORMAL
ICE

ESPEON ♀ PSYCHIC




ABILITY: SYNCHRONIZE
ITEM: LUM BERRY

PSYCHIC
SKILL SWAP
LIGHT SCREEN
PROTECT

PSYCHIC
PSYCHIC
PSYCHIC
NORMAL

RAIKOU ELECTRIC




ABILITY: PRESSURE
ITEM: LAX INCENSE

THUNDERBOLT
CRUNCH
PROTECT
REFLECT

ELECTRIC
DARK
NORMAL
PSYCHIC

CROBAT ♂ POISON-FLYING



ABILITY: INNER FOCUS
ITEM: SCOPE LENS

AERIAL ACE
SLUDGE BOMB
SHADOW BALL
CONFUSE RAY

FLYING
POISON
GHOST
GHOST




BATTLE 6: CODEL

SUPERTRAINER ♂

Codel's team is surprisingly vulnerable—a strong Ground-type and a Fire-type with same-type attacks can mow through all but Dusclops. Take out the Ghost-type before it uses Imprison to prevent you from using Earthquake. Watch for the team's Explosion attack!

DUSCLOPS ♂ GHOST



ABILITY: PRESSURE
ITEM: LEFTOVERS

IMPRISON
PROTECT
EARTHQUAKE
SHADOW BALL

PSYCHIC
NORMAL
GROUND
GHOST

ELECTRODE ELECTRIC




ABILITY: SOUNDPROOF
ITEM: CHOICE BAND

EXPLOSION
THUNDERBOLT

NORMAL
ELECTRIC

REGIROCK ROCK

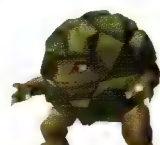


ABILITY: CLEAR BODY
ITEM: WHITE HERB

EXPLOSION
SUPERPOWER
ANCIENTPOWER
PROTECT

NORMAL
FIGHTING
ROCK
NORMAL

GOLEM ♀ ROCK-GROUND



ABILITY: ROCK HEAD
ITEM: QUICK CLAW

EXPLOSION
ROCK BLAST
EARTHQUAKE
PROTECT

NORMAL
ROCK
GROUND
NORMAL

REGISTEEL STEEL

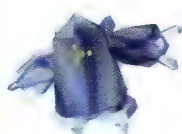


ABILITY: CLEAR BODY
ITEM: BRIGHT POWDER

EXPLOSION
SUPERPOWER
BRICK BREAK
PROTECT

NORMAL
FIGHTING
FIGHTING
NORMAL

REGICE ICE



ABILITY: CLEAR BODY
ITEM: LAX INCENSE

EXPLOSION
ICE BEAM
THUNDERBOLT
PROTECT

NORMAL
ICE
ELECTRIC
NORMAL



SEMIFINAL: BURIL

SUPERTRAINER ♂



Buril will probably lead with Groudon to take advantage of its Drought ability. You can either turn it against Groudon by using Pokémon that know Solarbeam, or end the sunlight by creating another weather effect. Strong Water-type moves like Hydro Pump will work wonders against Entei, Houndoom, Groudon and Flygon. Shiftry is best handled with Fire-type moves (especially if Drought is in effect), but you can also use Ice- and Flying-type moves to good effect. Jumpluff is doubly vulnerable to Ice-type attacks, so unleash Ice Beam if you have it. Strike hard and fast—you don't want to get caught in an opponent's Solarbeam.

GROUDON

GROUND



ABILITY: DROUGHT
ITEM: LEFTOVERS

EARTHQUAKE
FRUSTRATION
OVERHEAT
PROTECT

GROUND
NORMAL
FIRE
NORMAL

SHIFTRY ♂

GRASS-DARK



ABILITY: CHLOROPHYLL
ITEM: SILK SCARF

FAKE OUT
EXPLOSION
SOLARBEAM
PROTECT

NORMAL
NORMAL
GRASS
NORMAL

HOUNDOOM ♀

DARK-FIRE



ABILITY: EARLY BIRD
ITEM: WHITE HERB

OVERHEAT
SOLARBEAM
CRUNCH
PROTECT

FIRE
GRASS
DARK
NORMAL

ENTEI

FIRE



ABILITY: PRESSURE
ITEM: BRIGHT POWDER

FIRE BLAST
SOLARBEAM
HYPER BEAM
PROTECT

FIRE
GRASS
NORMAL
NORMAL

JUMPLUFF ♀

GRASS-FLYING



ABILITY: CHLOROPHYLL
ITEM: LAX INCENSE

HELPING HAND
SLEEP POWDER
SUNNY DAY
ENCORE

NORMAL
GRASS
FIRE
NORMAL

FLYAGON ♂

GROUND-DRAGON



ABILITY: LEVITATE
ITEM: SCOPE LENS

EARTHQUAKE
FIRE BLAST
DRAGON CLAW
PROTECT

GROUND
FIRE
DRAGON
NORMAL

FINAL: GRANG

SUPERTRAINER ♀



Grang will almost always lead with Kyogre, as its Drizzle ability turns the battlefield into a soggy mess that's perfect for Water-type attacks. If one of your Pokémon knows Thunder, you can use it to turn the tables on Kyogre, Ludicolo and Kingdra—otherwise, you may want to remove the rain with a weather effect of your own. You'll need a Fire-, Flying-, Rock-, Ghost- or Ice-type skill to take out Shedinja, and a Ground-type Pokémon will work best for taking on Manectric. Miltank is somewhat of a wild card, and it can do a lot of damage in a short period of time. If you can, hit it with a Sleep condition. If not, Paralyze and Poison are both good alternatives.

KYOGRE

WATER



ABILITY: DRIZZLE
ITEM: MYSTIC WATER

WATER SPOUT
THUNDER
ICE BEAM
PROTECT

WATER
ELECTRIC
ICE
NORMAL

MILTANK ♀

NORMAL



ABILITY: THICK FAT
ITEM: LUM BERRY

HELPING HAND
BRICK BREAK
HYPER BEAM
EARTHQUAKE

NORMAL
FIGHTING
NORMAL
GROUND

KINGDRA ♂

WATER-DRAGON



ABILITY: SWIFT SWIM
ITEM: BRIGHT POWDER

HYDRO PUMP
ICE BEAM
DRAGONBREATH
RAIN DANCE

WATER
ICE
DRAGON
WATER

LUDICOLO ♀

WATER-GRASS



ABILITY: SWIFT SWIM
ITEM: LEFTOVERS

HYDRO PUMP
ICE BEAM
GIGA DRAIN
RAIN DANCE

WATER
ICE
GRASS
WATER

MANECTRIC ♂

ELECTRIC



ABILITY: LIGHTNINGROD
ITEM: LAX INCENSE

THUNDER
CRUNCH
RAIN DANCE
LIGHT SCREEN

ELECTRIC
DARK
WATER
PSYCHIC

SHEDINJA

BUG-GHOST



ABILITY: WONDER GUARD
ITEM: FOCUS BAND

SHADOW BALL
SWORDS DANCE
CONFUSE RAY
SILVER WIND

GHOST
NORMAL
GHOST
BUG

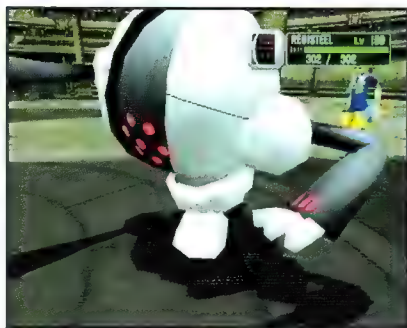
ORRE COLOSSEUM

LEVEL 100: SINGLE BATTLE

POKé COUPON: 5,000 points

THE STUFF OF LEGEND

In Orre Colosseum, you'll encounter Trainers who've assembled teams packed with many of the legendary Pokémon—or at least those that are extremely rare. You'll often clash with Water-, Psychic- and Flying-types in the battles, so swipe at the Pokémon with attack types that get under their skin: Electric- and Grass-type attacks for the Water-type Pokémon; Bug-, Ghost- and Dark-type strikes against Psychic-types; and Electric-, Ice- and Rock-type attacks for the Flying-type Pokémon. You'll also shake things up with the Ground-type Earthquake move, which will sweep away the annoying Rock-types and Steel-types.



The legendary and extremely rare Pokémon are all nearly impassable, unless you know the right type of attack or specific move combo to use on them.

NUMBER OF TYPES YOU'LL FACE

NORMAL	4	FLYING	8
FIRE	3	PSYCHIC	8
WATER	10	BUG	3
ELECTRIC	4	ROCK	3
GRASS	6	GHOST	0
ICE	1	DRAGON	6
FIGHTING	4	DARK	4
POISON	2	STEEL	4
GROUND	4		



RECOMMENDED ATTACK/POKéMON TYPES

GROUND

Ground-type moves are extremely effective against a wide range of Pokémon types, and they're particularly useful for smashing the Steel-types Jirachi, Metagross and Registeel.

FLYING

Some Trainers use the nearly unbeatable Endure-Reversal-Salac Berry combo (see page 10). You can disrupt the speedy attack by countering with even faster Pokémon, usually Flying-types.

GHOST

Ghost-types are fantastic in Orre Colosseum because of their resistance to the devastating Normal- and Fighting-type attacks. Ghost-type attacks do major damage to Psychic-types like Jirachi.

DRAGON

Because Dragon-types often wield a wide range of attacks—destructive Flying-, Fire- and Ground-type strikes among them—they're well-suited for Orre's complexities.

DARK

If you can't get past Wobbuffet in Battle 5, you'll never make it to the final battle. The Pokémon uses Mirror Coat; counter it with a Dark-type Pokémon—they're immune to Psychic-type attacks.

SPECIFIC MOVE RECOMMENDATIONS



Surf is a highly effective move in Orre Colosseum, especially when its power is augmented by rainy battle weather.



If your Pokémon uses Mirror Coat, it'll double the damage of any special attack it suffers for a return strike.



TRAINER ALERT!

BATTLE 4: KAEDE

Though Orre Colosseum's Trainers have legendary or super-rare Pokémon, nothing beats the power of a team with a type-balanced defensive strategy. Kaede's excellent team is almost as well-balanced as they come, so don't stock your team with just the attacks listed to the left—fill your Pokémon arsenal with diverse attacks.



BATTLE 1: ETHIOR
CHASER ♀

Cradily is trouble—its Sludge Bomb delivers a big glob of Poison-type pain and often inflicts a Poison condition. Pluck the Rock-and-Grass type with Steel-type attacks but not with same-type Pokémon; they'll be vulnerable to some of Ethior's team's best attacks.

MILTANK ♀
NORMAL

 ABILITY: THICK FAT
 ITEM: SALAC BERRY

 BODY SLAM
 EARTHQUAKE
 ENDURE
 REVERSAL
NORMAL
GROUND
NORMAL
FIGHTING
NINJASK ♀
BUG-FLYING

 ABILITY: SPEED BOOST
 ITEM: LIECHI BERRY

 SWORDS DANCE
 AERIAL ACE
 HIDDEN POWER
 ENDURE
NORMAL
FLYING
NORMAL
NORMAL
CRADILY ♀
ROCK-GRASS

 ABILITY: SUCTION CUPS
 ITEM: LEFTOVERS

 RECOVER
 SLUDGE BOMB
 CONFUSE RAY
 AMNESIA
NORMAL
POISON
GHOST
PSYCHIC
HARIYAMA ♂
FIGHTING

 ABILITY: THICK FAT
 ITEM: CHESTO BERRY

 BELLY DRUM
 REST
 EARTHQUAKE
 BRICK BREAK
NORMAL
PSYCHIC
GROUND
FIGHTING
ESPEON ♂
PSYCHIC

 ABILITY: SYNCHRONIZE
 ITEM: PETAYA BERRY

 PSYCHIC
 BITE
 CALM MIND
 ENDURE
PSYCHIC
DARK
PSYCHIC
NORMAL
SUICUNE
WATER

 ABILITY: PRESSURE
 ITEM: GANLON BERRY

 ICE BEAM
 SURF
 REST
 CALM MIND
ICE
WATER
PSYCHIC
PSYCHIC
BATTLE 2: NAGA
ATHLETE ♂

Fighting-type attacks will devastate Naga's Tyranitar (it suffers dual-type weakness) for quadruple damage and will also do double damage to his Magnetron, Registeel and Cacturne (which will draw upon its Sand Veil to become evasive in the sandstorm that Tyranitar scares up).

TYRANITAR ♂
ROCK-DARK

 ABILITY: SAND STREAM
 ITEM: LEFTOVERS

 ROCK SLIDE
 EARTHQUAKE
 AERIAL ACE
 DRAGON DANCE
ROCK
GROUND
FLYING
DRAGON
CACTURNE ♀
GRASS-DARK

 ABILITY: SAND VEIL
 ITEM: BRIGHT POWDER

 SECRET POWER
 GIGA DRAIN
 TEETER DANCE
 FAINT ATTACK
NORMAL
GRASS
NORMAL
DARK
GLIGAR ♂
GROUND-FLYING

 ABILITY: SAND VEIL
 ITEM: LAX INCENSE

 AERIAL ACE
 EARTHQUAKE
 GUILLOTINE
 SECRET POWER
FLYING
GROUND
NORMAL
NORMAL
MAGNETON
ELECTRIC-STEEL

 ABILITY: STURDY
 ITEM: QUICK CLAW

 REFLECT
 THUNDERBOLT
 THUNDER WAVE
 HIDDEN POWER
PSYCHIC
ELECTRIC
ELECTRIC
NORMAL
FLYGON ♀
GROUND-DRAGON

 ABILITY: LEVITATE
 ITEM: SCOPE LENS

 EARTHQUAKE
 HIDDEN POWER
 FIRE BLAST
 DRAGONBREATH
GROUND
NORMAL
FIRE
DRAGON
REGISTEEL
STEEL

 ABILITY: CLEAR BODY
 ITEM: WHITE HERB

 EXPLOSION
 SUPERPOWER
 ANCIENTPOWER
 EARTHQUAKE
NORMAL
FIGHTING
ROCK
GROUND
BATTLE 3: MODEN
COOLTRAINER ♀

Earthquake will shatter half of Moden's crew—Jirachi, Metagross and Raikou—with supereffective shockwaves. Milotic is problematic. It will use Recover often to replenish HP; to win the uphill battle, strike with physical attacks, since its Defense is lower than its Special Defense.

DODRIO ♂
NORMAL-FLYING

 ABILITY: EARLY BIRD
 ITEM: CHOICE BAND

 RETURN
 DRILL PECK
 HYPER BEAM
 QUICK ATTACK
NORMAL
FLYING
NORMAL
NORMAL
MILOTIC ♀
WATER

 ABILITY: MARVEL SCALE
 ITEM: FOCUS BAND

 CONFUSE RAY
 ICE BEAM
 SURF
 RECOVER
GHOST
ICE
WATER
NORMAL
METAGROSS
STEEL-PSYCHIC

 ABILITY: CLEAR BODY
 ITEM: LEFTOVERS

 METEOR MASH
 SHADOW BALL
 EARTHQUAKE
 BRICK BREAK
STEEL
GHOST
GROUND
FIGHTING
JIRACHI
STEEL-PSYCHIC

 ABILITY: SERENE GRACE
 ITEM: BRIGHT POWDER

 CALM MIND
 PSYCHIC
 WATER PULSE
 THUNDERBOLT
PSYCHIC
PSYCHIC
WATER
ELECTRIC
RAIKOU
ELECTRIC

 ABILITY: PRESSURE
 ITEM: LAX INCENSE

 THUNDERBOLT
 REFLECT
 CRUNCH
 ROAR
ELECTRIC
PSYCHIC
DARK
NORMAL
CROBAT ♀
POISON-FLYING

 ABILITY: INNER FOCUS
 ITEM: SCOPE LENS

 CONFUSE RAY
 SLUDGE BOMB
 SHADOW BALL
 AERIAL ACE
GHOST
POISON
GHOST
FLYING

**BATTLE 4: KAEDE****TEACHER ♀**

Type-trumping is the easy part: use Grass-type attacks against Swampert and Ice-type strikes on Sceptile and Salamence to score multiplied damage. Kaede's real surprise is her Blaziken's Endure-Reversal-Salac Berry combo; don't use a one-hit-KO move on Blaziken!

SWAMPERT ♀**WATER-GROUND**

ABILITY: TORRENT
ITEM: CHESTO BERRY

CURSE
EARTHQUAKE
RETURN
REST

?

GROUND
NORMAL
PSYCHIC

BLAZIKEN ♂**FIRE-FIGHTING**

ABILITY: BLAZE
ITEM: SALAC BERRY

EARTHQUAKE
FIRE BLAST
ENDURE
REVERSAL

GROUND
FIRE
NORMAL
FIGHTING

SCEPTILE ♀**GRASS**

ABILITY: OVERGROW
ITEM: SCOPE LENS

LEAF BLADE
DRAGON CLAW
CRUNCH
HIDDEN POWER

GRASS
DRAGON
DARK
NORMAL

SALAMENCE ♂**DRAGON-FLYING**

ABILITY: INTIMIDATE
ITEM: LEFTOVERS

RETURN
AERIAL ACE
EARTHQUAKE
BRICK BREAK

NORMAL
FLYING
GROUND
FIGHTING

GARDEVOIR ♀**PSYCHIC**

ABILITY: SYNCHRONIZE
ITEM: BRIGHT POWDER

THUNDERBOLT
PSYCHIC
CALM MIND
DESTINY BOND

ELECTRIC
PSYCHIC
PSYCHIC
GHOST

MANECTRIC ♀**ELECTRIC**

ABILITY: STATIC
ITEM: LAX INCENSE

THUNDER WAVE
CRUNCH
THUNDERBOLT
HIDDEN POWER

ELECTRIC
DARK
ELECTRIC
NORMAL

**BATTLE 5: GRAVET****SUPERTRAINER ♂**

Ursaring and Machamp have high Attack stats that put muscle into their physical attacks, but, fortunately, they have low Speed. Ninjask can accelerate them. After several Speed Boosted turns, it can use Baton Pass to transfer its inflated Speed to other Pokémon. Wipe out Ninjask fast.

NINJASK ♀**BUG-FLYING**

ABILITY: SPEED BOOST
ITEM: BRIGHT POWDER

SWORDS DANCE
PROTECT
BATON PASS
SILVER WIND

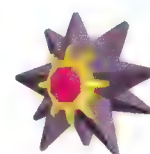
NORMAL
NORMAL
NORMAL
BUG

URSARING ♂**NORMAL**

ABILITY: GUTS
ITEM: SHELL BELL

RETURN
EARTHQUAKE
BRICK BREAK
HIDDEN POWER

NORMAL
GROUND
FIGHTING
NORMAL

STARMIE**WATER-PSYCHIC**

ABILITY: NATURAL CURE
ITEM: LAX INCENSE

SURF
ICE BEAM
THUNDERBOLT
PSYCHIC

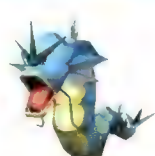
WATER
ICE
ELECTRIC
PSYCHIC

MACHAMP ♂**FIGHTING**

ABILITY: GUTS
ITEM: LEFTOVERS

ROCK SLIDE
CROSS CHOP
EARTHQUAKE
HYPER BEAM

ROCK
FIGHTING
GROUND
NORMAL

GYARADOS ♂**WATER-FLYING**

ABILITY: INTIMIDATE
ITEM: SCOPE LENS

DRAGON DANCE
RETURN
EARTHQUAKE
HIDDEN POWER

DRAGON
NORMAL
GROUND
NORMAL

WOBBUFFET ♀**PSYCHIC**

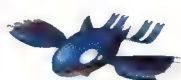
ABILITY: SHADOW TAG
ITEM: QUICK CLAW

COUNTER
MIRROR COAT
SAFEGUARD
DESTINY BOND

FIGHTING
PSYCHIC
NORMAL
GHOST

**BATTLE 6: SAYA****SUPERTRAINER ♀**

Kyogre will likely hit the field first, setting up Saya's rain-fueled combos. Ride the wave and bring in a Thunder attack; it never misses in a storm, and you can use the attack to jolt Saya's four Water-types off the field. She'll return the favor; defend with Ground-types.

KYOGRE**WATER**

ABILITY: DRIZZLE
ITEM: CHESTO BERRY

SURF
ICE BEAM
THUNDER
REST

WATER
ICE
ELECTRIC
PSYCHIC

LUDICOLO ♀**WATER-GRASS**

ABILITY: SWIFT SWIM
ITEM: LEFTOVERS

ICE BEAM
HYDRO PUMP
GIGA DRAIN
LEECH SEED

ICE
WATER
GRASS
GRASS

KINGDRA ♂**WATER-DRAGON**

ABILITY: SWIFT SWIM
ITEM: KING'S ROCK

ICE BEAM
HYDRO PUMP
DRAGONBREATH
RAIN DANCE

ICE
WATER
DRAGON
WATER

ELECTRODE**ELECTRIC**

ABILITY: STATIC
ITEM: SILK SCARF

THUNDER
EXPLOSION
RAIN DANCE
LIGHT SCREEN

ELECTRIC
NORMAL
WATER
PSYCHIC

GOREBYSS ♂**WATER**

ABILITY: SWIFT SWIM
ITEM: LAX INCENSE

ICE BEAM
HYDRO PUMP
PSYCHIC
HIDDEN POWER

ICE
WATER
PSYCHIC
NORMAL

REGICE**ICE**

ABILITY: CLEAR BODY
ITEM: BRIGHT POWDER

ICE BEAM
EXPLOSION
THUNDER
HIDDEN POWER

ICE
NORMAL
ELECTRIC
NORMAL



SEMIFINAL: SHOO
SUPERTRAINER ♂


When Shoo's Groudon hits the field, its Drought ability will turn up the heat and cook up combos for his team: Fire-type damage will skyrocket; Chlorophyll abilities will produce *doubled* Speed; and the Grass-type Solarbeam attack will charge up instantly. Exploit the weather and use your own Solarbeam-equipped Pokémon to destroy Ground-type Groudon. Then change the battle climate with Rain Dance to disable the other team's speedy Chlorophyll advantage—or else three of them will always get the jump on your team. Finally, use Surf (its damage swells in rain) to drown vulnerable Houndoom, Entei and Regirock.

GROUDON

GROUND


 ABILITY: DROUGHT
 ITEM: QUICK CLAW

 EARTHQUAKE
 ANCIENTPOWER
 RETURN
 OVERHEAT

 GROUND
 ROCK
 NORMAL
 FIRE

SHIFTRY ♂

GRASS-DARK


 ABILITY: CHLOROPHYLL
 ITEM: LAX INCENSE

 EXPLOSION
 SOLARBEAM
 SHADOW BALL
 BRICK BREAK

 NORMAL
 GRASS
 GHOST
 FIGHTING

VILEPLUME ♀

GRASS-POISON


 ABILITY: CHLOROPHYLL
 ITEM: KING'S ROCK

 SOLARBEAM
 HIDDEN POWER
 SLEEP POWDER
 SUNNY DAY

 GRASS
 NORMAL
 GRASS
 FIRE

HOUNDOOM ♂

DARK-FIRE


 ABILITY: CHLOROPHYLL
 ITEM: SCOPE LENS

 SOLARBEAM
 OVERHEAT
 CRUNCH
 HIDDEN POWER

 GRASS
 FIRE
 DARK
 NORMAL

ENTEI

FIRE


 ABILITY: PRESSURE
 ITEM: BRIGHT POWDER

 SOLARBEAM
 FIRE BLAST
 REFLECT
 HIDDEN POWER

 GRASS
 FIRE
 PSYCHIC
 NORMAL

REGIROCK

ROCK


 ABILITY: CLEAR BODY
 ITEM: LEFTOVERS

 SUPERPOWER
 EXPLOSION
 ANCIENTPOWER
 EARTHQUAKE

 FIGHTING
 NORMAL
 ROCK
 GROUND

FINAL: INFIN
MYTH TRAINER ♂


Latias, Latios and Rayquaza—all three will fall to the Ice Beam attack. Unfortunately, Infin will often lead with his Kyogre, which will obliterate many Pokémon in a flash. Lead with a Pokémon that can strike first with Thunder, which will take advantage of Kyogre's Drizzle-summoned rainstorm to hit the Water-type Pokémon with megadamage without fail. Once it's out of the way, you'll have free reign to deal with the rest of Infin's crew. If one of your Pokémon can survive Slaking's Hyper Beam (the Endure move may help), it can bash Slaking when the Pokémon becomes inactive on its next turn. To trounce Heracross, which uses the Endure-Reversal combo and follows with Salac Berry, counter with Quick Attack.

KYOGRE

WATER


 ABILITY: DRIZZLE
 ITEM: CHESTO BERRY

 SURF
 ICE BEAM
 THUNDER
 REST

 WATER
 ICE
 ELECTRIC
 PSYCHIC

SLAKING ♂

NORMAL


 ABILITY: TRUANT
 ITEM: CHOICE BAND

 HYPER BEAM
 EARTHQUAKE
 SHADOW BALL

 NORMAL
 GROUND
 GHOST

LATIAS ♀

DRAGON-PSYCHIC

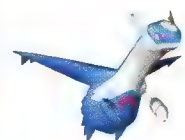

 ABILITY: LEVITATE
 ITEM: BRIGHT POWDER

 CALM MIND
 ICE BEAM
 DRAGON CLAW
 PSYCHIC

 PSYCHIC
 ICE
 DRAGON
 PSYCHIC

LATIOS ♂

DRAGON-PSYCHIC


 ABILITY: LEVITATE
 ITEM: SOUL DEW

 SURF
 THUNDER
 DRAGON CLAW
 PSYCHIC

 WATER
 ELECTRIC
 DRAGON
 PSYCHIC

HERACROSS ♂

BUG-FIGHTING


 ABILITY: SWARM
 ITEM: SALAC BERRY

 MEGAHORN
 EARTHQUAKE
 ENDURE
 REVERSAL

 BUG
 GROUND
 NORMAL
 FIGHTING

RAYQUAZA

DRAGON-FLYING


 ABILITY: AIR LOCK
 ITEM: LEFTOVERS

 AERIAL ACE
 EXTREMESPEED
 EARTHQUAKE
 DRAGON DANCE

 FLYING
 NORMAL
 GROUND
 DRAGON

ORRE COLOSSEUM

LEVEL 100: DOUBLE BATTLE POKé COUPON: 5,000 points

THE ULTIMATE CHALLENGE

Orre Colosseum's Level-100 Double Battle challenge is about the most intense Pokémon battle you can imagine. If you know your combos, you'll see your opponents setting them up a mile away. Unfortunately, with the Trainers' superspeedy Pokémon, they may set up combos much faster than you can react to them. The secret to defeating the Trainers is to capitalize on their combos and KO the competition before they destroy your team. In addition, Double Battle mainstays such as the field-shattering Earthquake remain useful, if you can keep your attacker's partner from feeling the high-impact blow.



Don't be dazzled by all of the legendary Pokémon that you'll meet on your way to the final Trainer. To bring down the elite crews, you'll need your wits about you to set up combos that will bring your foes crashing down.

NUMBER OF TYPES YOU'LL FACE

NORMAL	6	FLYING	10
FIRE	1	PSYCHIC	8
WATER	8	BUG	5
ELECTRIC	3	ROCK	4
GRASS	2	GHOST	3
ICE	2	DRAGON	10
FIGHTING	2	DARK	4
POISON	1	STEEL	5
GROUND	5		



RECOMMENDED ATTACK/POKéMON TYPES

ICE

Dragon-types fill the air in Orre Colosseum, and they've all got seriously potent attacks. Lash at them with Ice-type strikes, such as the chilling Ice Beam, to destroy the Dragon-types quickly.

GROUND

Earthquake cleans up the battlefield fast, more so if a Ground-type Pokémon delivers the Ground-type attack. If you go for the same-type strategy, watch out for Water-, Grass- and Ice-type attacks.

FLYING

Because Earthquake is such a common Double Battle strategy, Flying-types remain important defensively: they're immune to the Ground-type move's megadamage.

GHOST

Orre Colosseum has many fearsome Psychic-type Pokémon. Ghost-type attacks can make 'em crazy. In addition, the Destiny Bond move is a dirty way to KO the legendary Pokémon—but it works great.

STEEL

The Defense stats for Steel-types are usually extremely high, so they rebuff much of the damage that comes their way from physical attacks. Beware the Earthquake move; it'll shatter them.

SPECIFIC MOVE RECOMMENDATIONS



The Psychic-types are a major pain, so use Shadow Ball's high power to inflict lots of Ghost-type damage.



Ice Beam not only delivers huge Ice-type damage, it also often inflicts a Freeze condition—cross your fingers.



TRAINER ALERT!

FINAL: INITY

Inity has four legendary Pokémon on his team. Two of them—Groudon and Kyogre—can power up Latios in different ways with their sun- and rain-bringing abilities, respectively. If you don't have superspeedy Pokémon that can take fast advantage of the weather, equip your team with a move like Sandstorm to bring a third kind of weather onto the field.

BATTLE 1: VENAK

RICH BOY ♂

Even though Venak battles at the highest echelon of the circuit, he will pull a tried-and-true Double Battle attack: Earthquake. Keep two Flying-types in your stable to take out Swampert quickly (he can't shoot his Ice Beam at them both). They're immune to Earthquake.

SKARMORY ♀

STEEL-FLYING



ABILITY: KEEN EYE
ITEM: BRIGHT POWDER

SPIKES
TOXIC
DRILL PECK
ROAR

GROUND
POISON
FLYING
NORMAL

SWAMPERT ♂

WATER-GROUND



ABILITY: TORRENT
ITEM: SCOPE LENS

EARTHQUAKE
MUDDY WATER
ICE BEAM
ROAR

GROUND
WATER
ICE
NORMAL

SABLEYE ♂

DARK-GHOST



ABILITY: KEEN EYE
ITEM: LUM BERRY

CONFUSE RAY
TOXIC
SHADOW BALL
RECOVER

GHOST
POISON
GHOST
NORMAL

SHUCKLE ♀

BUG-ROCK



ABILITY: STURDY
ITEM: CHESTO BERRY

TOXIC
ATTRACT
SAFEGUARD
REST

POISON
NORMAL
NORMAL
PSYCHIC

REGICE

ICE



ABILITY: CLEAR BODY
ITEM: FOCUS BAND

ICY WIND
ICE BEAM
THUNDERBOLT
PROTECT

ICE
ICE
ELECTRIC
NORMAL

UMBREON ♂

DARK



ABILITY: SYNCHRONIZE
ITEM: LEFTOVERS

CONFUSE RAY
TOXIC
FAINT ATTACK
MOONLIGHT

GHOST
POISON
DARK
NORMAL

BATTLE 2: HURON

SUPERTRAINER ♀

Rhydon's the linchpin of Huron's team. It's often paired with a Water-type because its Lightningrod will draw Electric-type strikes away from where you want them to go—to Suicune, Swellow or Walrein. Eliminate Rhydon with Water-type attacks, then destroy Huron's team.

SUICUNE

WATER



ABILITY: PRESSURE
ITEM: CHESTO BERRY

ICE BEAM
HYDRO PUMP
CALM MIND
REST

ICE
WATER
PSYCHIC
PSYCHIC

RHYDON ♂

GROUND-ROCK



ABILITY: LIGHTNINGROD
ITEM: QUICK CLAW

MEGAHORN
EARTHQUAKE
ROCK BLAST
PROTECT

BUG
GROUND
ROCK
NORMAL

SWELLOW ♀

NORMAL-FLYING



ABILITY: GUTS
ITEM: CHOICE BAND

RETURN
AERIAL ACE
HYPER BEAM
QUICK ATTACK

NORMAL
FLYING
NORMAL
NORMAL

LATIOS ♂

DRAGON-PSYCHIC



ABILITY: LEVITATE
ITEM: SOUL DEW

PSYCHIC
THUNDERBOLT
DRAGON CLAW
ICE BEAM

PSYCHIC
ELECTRIC
DRAGON
ICE

METAGROSS

STEEL-PSYCHIC



ABILITY: CLEAR BODY
ITEM: SCOPE LENS

METEOR MASH
EARTHQUAKE
SHADOW BALL
PROTECT

STEEL
GROUND
GHOST
NORMAL

WALREIN ♀

ICE-WATER



ABILITY: THICK FAT
ITEM: LEFTOVERS

ICE BEAM
WATERFALL
SHEER COLD
PROTECT

ICE
WATER
ICE
NORMAL

BATTLE 3: Bomber

WORKER ♂

Earthquake will demolish Jirachi, and Ice Beam will bring down Latias. But to defeat Bomber, you'll need to stop his Linoone's Belly Drum-Rest-Chesto Berry combo (see page 10). If it hits the field, focus both of your battlers' attacks against it before the combo's fully developed!

MILTANK ♀

NORMAL



ABILITY: THICK FAT
ITEM: BRIGHT POWDER

PSYCH UP
EARTHQUAKE
SHADOW BALL
RETURN

NORMAL
GROUND
GHOST
NORMAL

LINOONE ♂

NORMAL



ABILITY: PICKUP
ITEM: CHESTO BERRY

BELLY DRUM
SHADOW BALL
RETURN
REST

NORMAL
GHOST
NORMAL
PSYCHIC

LATIAS ♀

DRAGON-PSYCHIC



ABILITY: LEVITATE
ITEM: LAX INCENSE

HELPING HAND
REFLECT
LIGHT SCREEN
PSYCHIC

NORMAL
PSYCHIC
PSYCHIC
PSYCHIC

CROBAT ♂

POISON-FLYING



ABILITY: INNER FOCUS
ITEM: SCOPE LENS

SHADOW BALL
AERIAL ACE
SLUDGE BOMB
CONFUSE RAY

GHOST
FLYING
POISON
GHOST

SHEDINJA

BUG-GHOST



ABILITY: WONDER GUARD
ITEM: LUM BERRY

SWORDS DANCE
SILVER WIND
SHADOW BALL
PROTECT

NORMAL
BUG
GHOST
NORMAL

JIRACHI

STEEL-PSYCHIC



ABILITY: SERENE GRACE
ITEM: QUICK CLAW

PSYCHIC
THUNDER
WATER PULSE
PROTECT

PSYCHIC
ELECTRIC
WATER
NORMAL





BATTLE 4: FORGON

COOLTRAINER ♂

Forgon's team is full of Dragon-types, so Ice Beam will cut through them with supereffective Ice-type damage. Unfortunately, his Dusclops will prevent your Pokémon from using Ice Beam (and Dusclops's other three moves) by using Imprison. Eliminate the Ghost-type quickly.

DUSCLOPS ♀

GHOST



ABILITY: PRESSURE
ITEM: CHESTO BERRY

IMPRISON
PROTECT
ICE BEAM
EARTHQUAKE

PSYCHIC
NORMAL
ICE
GROUND

FLYGON ♂

GROUND-DRAGON



ABILITY: LEVITATE
ITEM: BRIGHT POWDER

FIRE BLAST
EARTHQUAKE
CRUNCH
DRAGON CLAW

FIRE
GROUND
DARK
DRAGON

RAYQUAZA

DRAGON-FLYING



ABILITY: AIR LOCK
ITEM: SCOPE LENS

THUNDERBOLT
ICE BEAM
PROTECT
DRAGON CLAW

ELECTRIC
ICE
NORMAL
DRAGON

SALAMENCE ♀

DRAGON-FLYING



ABILITY: INTIMIDATE
ITEM: LAX INCENSE

EARTHQUAKE
AERIAL ACE
DOUBLE-EDGE
BRICK BREAK

GROUND
FLYING
NORMAL
FIGHTING

MAGNETON

ELECTRIC-STEEL



ABILITY: STURDY
ITEM: QUICK CLAW

THUNDERBOLT
THUNDER WAVE
REFLECT
HIDDEN POWER

ELECTRIC
ELECTRIC
PSYCHIC
NORMAL

ALTARIA ♀

DRAGON-FLYING



ABILITY: NATURAL CURE
ITEM: KING'S ROCK

FLAMETHROWER
SKY ATTACK
EARTHQUAKE
DRAGON CLAW

FIRE
FLYING
GROUND
DRAGON



BATTLE 5: MARLEY

RIDER ♀

Marley's rainstorm combos are potent. If your Pokémon are superquick, strike her Water-types with Thunder—which hits with supereffective damage every time in rain—before her team does the same. Otherwise, change the weather to disrupt her combo, and type-trump as usual.

HARIYAMA ♀

FIGHTING



ABILITY: THICK FAT
ITEM: LEFTOVERS

HELPING HAND
BRICK BREAK
FAKE OUT
PROTECT

NORMAL
FIGHTING
NORMAL
NORMAL

KINGDRA ♂

DRAGON-WATER



ABILITY: SWIFT SWIM
ITEM: KING'S ROCK

RAIN DANCE
HYDRO PUMP
ICE BEAM
DRAGONBREATH

WATER
WATER
ICE
DRAGON

RAIKOU

ELECTRIC



ABILITY: PRESSURE
ITEM: BRIGHT POWDER

THUNDER
CRUNCH
HIDDEN POWER
PROTECT

ELECTRIC
DARK
NORMAL
NORMAL

SCEPTILE ♂

GRASS



ABILITY: OVERGROW
ITEM: FOCUS BAND

DRAGON CLAW
LEAF BLADE
CRUNCH
DETECT

DRAGON
GRASS
DARK
FIGHTING

STARMIE

WATER-PSYCHIC



ABILITY: NATURAL CURE
ITEM: SCOPE LENS

THUNDER
ICE BEAM
PROTECT
HYDRO PUMP

ELECTRIC
ICE
NORMAL
WATER

GYARADOS ♂

WATER-FLYING



ABILITY: INTIMIDATE
ITEM: LUM BERRY

EARTHQUAKE
RETURN
DRAGON DANCE
HIDDEN POWER

GROUND
NORMAL
DRAGON
NORMAL



BATTLE 6: OKAMOO

SUPERTRAINER ♂

Okamoo's combo-slinging strategy focuses mostly on Ninjask and Scizor (which can raise their stats then transfer them with Baton Pass) and Togetic (which can draw your attacks from its partner to itself with Follow Me). Obliterate those key combo-makers if they hit the field.

NINJASK ♀

BUG-FLYING



ABILITY: SPEED BOOST
ITEM: LUM BERRY

SWORDS DANCE
AERIAL ACE
BATON PASS
PROTECT

NORMAL
FLYING
NORMAL
NORMAL

TOGETIC ♂

NORMAL-FLYING



ABILITY: SERENE GRACE
ITEM: LAX INCENSE

FOLLOW ME
LIGHT SCREEN
REFLECT
ENCORE

NORMAL
PSYCHIC
PSYCHIC
NORMAL

FERALIGATR ♂

WATER



ABILITY: TORRENT
ITEM: SCOPE LENS

BRICK BREAK
SLASH
CRUNCH
HYDRO PUMP

FIGHTING
NORMAL
DARK
WATER

HERACROSS ♂

BUG-FIGHTING



ABILITY: SWARM
ITEM: SALAC BERRY

MEGAHORN
EARTHQUAKE
ENDURE
REVERSAL

BUG
GROUND
NORMAL
FIGHTING

URSARING ♀

NORMAL



ABILITY: GUTS
ITEM: CHESTO BERRY

RETURN
AERIAL ACE
BRICK BREAK
REST

NORMAL
FLYING
FIGHTING
PSYCHIC

SCIZOR ♂

BUG-STEEL



ABILITY: SWARM
ITEM: FOCUS BAND

SWORDS DANCE
BATON PASS
AERIAL ACE
SILVER WIND

NORMAL
NORMAL
FLYING
BUG

SEMIFINAL: SHUN

SUPERTRAINER ♂



Shatter Regirock as soon as it hits the field, before it uses Sunny Day—the move pumps up his team's Solarbeam attacks and Fire-type strikes, and activates Houndoom's Flash Fire, which raises Fire-type damage even more. Unless you can burn up Electrode and Shiftry quickly with your own Fire-type attacks, change the weather with Rain Dance then use Surf to bore through Regirock, Golem and Houndoom with rain-powered Water-type damage. Shiftry is tricky because it'll use Fake Out to gain a high-powered first strike. Ghost-type Pokémon are immune to such Normal-type attacks, but beware Shiftry's Ghost-type Shadow Ball.

REGIROCK

ROCK



ABILITY: CLEAR BODY
ITEM: SILK SCARF

EXPLOSION
SUNNY DAY
ANCIENTPOWER
PROTECT

NORMAL
FIRE
ROCK
NORMAL

SHIFTRY ♂

GRASS-DARK



ABILITY: CHLOROPHYLL
ITEM: LUM BERRY

EXPLOSION
FAKE OUT
SOLARBEAM
SHADOW BALL

NORMAL
NORMAL
GRASS
GHOST

GOLEM ♂

ROCK-GROUND



ABILITY: ROCK HEAD
ITEM: QUICK CLAW

EXPLOSION
PROTECT
ROCK BLAST
EARTHQUAKE

NORMAL
NORMAL
ROCK
GROUND

ELECTRODE

ELECTRIC



ABILITY: SOUNDPROOF
ITEM: CHOICE BAND

EXPLOSION
THUNDERBOLT

NORMAL
ELECTRIC

HOUNDOOM ♀

DARK-FIRE



ABILITY: FLASH FIRE
ITEM: WHITE HERB

OVERHEAT
SOLARBEAM
CRUNCH
PROTECT

FIRE
GRASS
DARK
NORMAL

ALAKAZAM ♀

PSYCHIC



ABILITY: INNER FOCUS
ITEM: LAX INCENSE

PSYCHIC
FIRE PUNCH
PROTECT
ICE PUNCH

PSYCHIC
FIRE
NORMAL
ICE

FINAL: INITY

MYTH TRAINER ♂



Infin ruled over Orre Colosseum's Single Battle final; Inity reigns during Double Battle. His team is extraordinarily powerful, and it churns out combos. Kyogre's rain-bringing Drizzle will pour power into its Water Spout attack and Salamence's Hydro Pump, plus turn Latios's Thunder into a never-miss strike. Groudon's sun-drenching Drought will enflame its Overheat attack and Salamence's Fire Blast, plus turn Latios's Solarbeam into a devastation every turn. Ideally, you should use Inity's climate-control combos for your own benefit with first-strike, superfast Pokémon. In rain or shine, Salamence and Latios benefit greatly, so if you need to change the weather, don't change it to rain or sun.

LATIAS ♀

DRAGON-PSYCHIC



ABILITY: LEVITATE
ITEM: LEFTOVERS

CALM MIND
ICE BEAM
MIST BALL
DRAGON CLAW

PSYCHIC
ICE
PSYCHIC
DRAGON

LATIOS ♂

DRAGON-PSYCHIC



ABILITY: LEVITATE
ITEM: SOUL DEN

PSYCHIC
DRAGON CLAW
THUNDER
SOLARBEAM

PSYCHIC
DRAGON
ELECTRIC
GRASS

KYOGRE

WATER



ABILITY: DRIZZLE
ITEM: BRIGHT POWDER

WATER SPOUT
ICE BEAM
THUNDER
PROTECT

WATER
ICE
ELECTRIC
NORMAL

SALAMENCE ♀

DRAGON-FLYING



ABILITY: INTIMIDATE
ITEM: SCOPE LENS

FIRE BLAST
DRAGON CLAW
HYDRO PUMP
CRUNCH

FIRE
DRAGON
WATER
DARK

GROUDON

GROUND



ABILITY: DROUGHT
ITEM: LAX INCENSE

EARTHQUAKE
ANCIENTPOWER
OVERHEAT
PROTECT

GROUND
ROCK
FIRE
NORMAL

SLAKING ♂

NORMAL



ABILITY: TRUANT
ITEM: CHOICE BAND

HYPER BEAM
EARTHQUAKE
SHADOW BALL

NORMAL
GROUND
GHOST

MT. BATTLE: SINGLE BATTLE

In the history of Pokémon competitions, there's never been a challenge as imposing as Mt. Battle's 100-Trainer climb—six Pokémon against 600 Pokémon! With tips and tell-all details about each Trainer, you'll reach the peak in no time.

TAKE YOUR CREW TO THE TOP

Before you begin your fight to surmount Mt. Battle, ensure that you've got a top-notch team—one that can survive 100 Trainers. You won't be allowed to change your team's composition. As you reach higher altitudes on Mt. Battle, Trainers fight with progressively more challenging teams. Mt. Battle is separated into 10-Trainer areas.

Every time you beat an area, you'll get valuable Poké Coupon points (see below). If you bring a team of Pokémon at Level 50 or lower, Trainers will battle with Pokémon at Level 50. But if you bring in even one Pokémon with a level higher than 50, Trainer teams will be filled entirely with Pokémon at that higher level—plan your team carefully.

AREA	BATTLE	DIFFICULTY	MOVE EFFECT	HELD ITEM	KIND OF HELD ITEM
1	1-10	NORMAL	NORMAL	NOT USED	—
2	11-20	NORMAL	NORMAL	NOT USED	—
3	21-30	NORMAL	NORMAL	NOT USED	—
4	31-40	NORMAL	NORMAL	ALL	MOSTLY BERRIES
5	41-50	NORMAL	STRONG	ALL	MOSTLY BERRIES
6	51-60	STRONG	STRONG	ALL	VARIOUS
7	61-70	STRONG	STRONG	ALL	VARIOUS
8	71-80	STRONG	STRONG	ALL	VARIOUS
9	81-90	VERY STRONG	VERY STRONG	ALL	VARIOUS
10	91-100	VERY STRONG	VERY STRONG	ALL	VARIOUS

QUICK TIPS FOR SINGLE BATTLES

COVER YOUR BASES

Since you must take one team to the top without changing any members, ensure that you've got your defenses against many or all attack types covered—see page 14 for an example of a good defensive team.

LASH OUT WITH CONDITIONS

Make sure your crew has a range of moves that can inflict a variety of status conditions with high Accuracy. If you face a Pokémon whose direct attack power is frightening, smack it with a crippling condition.

PEAKS ALONG THE WAY

The final Trainer of each area is a doozy. His or her Pokémon have moves or held items comparable in power to those of the previous nine Trainers, but there's always something devious about the final team.

AWARDS ALONG THE WAY

If you defeat a Trainer without having a single member of your team KO'd, you'll earn an extra continue. Battle hard to earn continues—if your team fails and you have no more continues, you'll need to start your Mt. Battle journey from the first Trainer! Also, every time you beat an area, you'll be able to enter a waystation where you can collect your Poké Coupon points (the awards are the same in both Single Battle and Double Battle). You can use the points to purchase rare TMs and held items at the Poké Coupon Exchange. Consult the conditions on page 45 before you assemble your team—use of certain Pokémon will decrease your point award.

AREA	POINTS
1	50
2	100
3	200
4	400
5	800
6	1,600
7	1,800
8	2,000
9	3,000
10	5,000



AREA 1

POKé COUPON: 50 points

BATTLE 1: ROOD GLASSES MAN ♂

SUNKERN ♀	GRASS
ABILITY: CHLOROPHYLL ITEM: —	GROWTH SUNNY DAY ABSORB BULLET SEED NORMAL FIRE GRASS GRASS

AZURILL ♀	NORMAL
ABILITY: HUGE POWER ITEM: —	ATTRACT BUBBLE CHARM WATER GUN NORMAL WATER NORMAL WATER

MAGIKARP ♀	WATER
ABILITY: SWIFT SWIM ITEM: —	SPLASH TACKLE FLAIL NORMAL NORMAL NORMAL

RALTS ♂	PSYCHIC
ABILITY: TRACE ITEM: —	CONFUSION HYPNOSIS TELEPORT GROWL PSYCHIC PSYCHIC PSYCHIC NORMAL

WURMPLE ♂	BUG
ABILITY: SHIELD DUST ITEM: —	TACKLE STRING SHOT POISON STING NORMAL BUG POISON

SILCOON ♂	BUG
ABILITY: SHED SKIN ITEM: —	HARDEN STRING SHOT TACKLE POISON STING NORMAL BUG NORMAL POISON

BATTLE 2: SANO ATHLETE ♀

WOOPER ♂	WATER-GROUND
ABILITY: WATER ABSORB ITEM: —	WATER GUN TAIL WHIP AMNESIA RAIN DANCE WATER NORMAL PSYCHIC WATER

NINCADA ♀	BUG-GROUND
ABILITY: COMPOUNDEYES ITEM: —	HARDEN LEECH LIFE FALSE SWIPE SAND-ATTACK NORMAL BUG NORMAL GROUND

CASCOON ♀	BUG
ABILITY: SHED SKIN ITEM: —	TACKLE POISON STING STRING SHOT HARDEN NORMAL POISON BUG NORMAL

LOTAD ♀	WATER-GRASS
ABILITY: SWIFT SWIM ITEM: —	ASTONISH RAIN DANCE MIST ABSORB GHOST WATER ICE BUG

FEEBAS ♀	WATER
ABILITY: SWIFT SWIM ITEM: —	SPLASH FLAIL TACKLE MUD SPORT NORMAL NORMAL NORMAL GROUND

IGGLYBUFF ♀	NORMAL
ABILITY: CUTE CHARM ITEM: —	SING POUND CHARM SWEET KISS NORMAL NORMAL NORMAL NORMAL

BATTLE 3: EARGLE RIDER ♂

PICHU ♂	ELECTRIC
ABILITY: STATIC ITEM: —	SHOCK WAVE SECRET POWER CHARM SWEET KISS ELECTRIC NORMAL NORMAL NORMAL

DUSKULL ♀	GHOST
ABILITY: LEVITATE ITEM: —	ASTONISH CONFUSE RAY DISABLE PURSUIT GHOST GHOST NORMAL DARK

MAKHITA ♂	FIGHTING
ABILITY: GUTS ITEM: —	ARM THRUST WHIRLWIND KNOCK OFF REVERSAL FIGHTING NORMAL DARK FIGHTING

SEEDOT ♀	GRASS
ABILITY: CHLOROPHYLL ITEM: —	BIDE SYNTHESIS QUICK ATTACK SUNNY DAY NORMAL GRASS NORMAL FIRE

POOCHYENA ♂	DARK
ABILITY: RUN AWAY ITEM: —	TACKLE SCARY FACE SWAGGER THIEF NORMAL NORMAL NORMAL DARK

ZIGZAGOON ♀	NORMAL
ABILITY: PICKUP ITEM: —	TACKLE FLAIL ODOR SLEUTH PIN MISSILE NORMAL NORMAL NORMAL BUG

BATTLE 4: ZOILA LADY ♀

MARILL ♀	WATER
ABILITY: HUGE POWER ITEM: —	WATER GUN TAIL WHIP ROLLOUT RAIN DANCE WATER NORMAL ROCK WATER

SLUGMA ♀	FIRE
ABILITY: MAGMA ARMOR ITEM: —	YAWN AMNESIA ACID ARMOR EMBER NORMAL PSYCHIC POISON FIRE

ZUBAT ♂	POISON-FLYING
ABILITY: INNER FOCUS ITEM: —	ASTONISH SNORE CONFUSE RAY GUST MEAN LOOK GHOST GHOST FLYING NORMAL

LEDYBA ♂	BUG-FLYING
ABILITY: EARLY BIRD ITEM: —	AERIAL ACE SAFEGUARD LIGHT SCREEN DIG FLYING NORMAL PSYCHIC GROUND

BARBOACH ♂	WATER-GROUND
ABILITY: OBLIVIOUS ITEM: —	WATER GUN SNORE REST FISSURE WATER NORMAL PSYCHIC GROUND

SKITTY ♀	NORMAL
ABILITY: CUTE CHARM ITEM: —	SING ASSIST CHARM COVET NORMAL NORMAL NORMAL NORMAL

BATTLE 5: SECORT LADY IN SUIT ♀

TOGEPI ♂	NORMAL
ABILITY: SERENE GRACE ITEM: —	SHOCK WAVE WISH METRONOME SAFEGUARD ELECTRIC NORMAL NORMAL NORMAL

TAILLOW ♂	NORMAL-FLYING
ABILITY: GUTS ITEM: —	FOCUS ENERGY DOUBLE TEAM QUICK ATTACK PECK NORMAL NORMAL NORMAL FLYING







HOPPIP ♂	GRASS-FLYING
ABILITY: CHLOROPHYLL ITEM: —	MEGA DRAIN LEECH SEED ATTRACT STUN SPORE GRASS GRASS NORMAL GRASS

TRAPINCH ♀	GROUND
ABILITY: ARENA TRAP ITEM: —	GUST SAND-ATTACK SAND TOMB SANDSTORM FLYING GROUND GROUND ROCK







SMEARGLE ♀	NORMAL
ABILITY: OWN TEMPO ITEM: —	AGILITY FLAIL ENDURE ODOR SLEUTH PSYCHIC NORMAL NORMAL NORMAL

SHEDINJA	BUG-GHOST
ABILITY: WONDER GUARD ITEM: —	ENDURE MIND READER HARDEN REST NORMAL NORMAL NORMAL PSYCHIC







BATTLE 6: GRUND FUN OLD MAN ♂

WYNAUT ♂  ABILITY: SHADOW TAG ITEM: — CHARM MIRROR COAT COUNTER SAFEGUARD PSYCHIC NORMAL PSYCHIC FIGHTING NORMAL	SWINUB ♀  ABILITY: OBLIVIOUS ITEM: — POWDER SNOW ODOR SLEUTH RETURN ENDURE ICE-GROUND ICE NORMAL NORMAL NORMAL	SENTRET ♂  ABILITY: KEEN EYE ITEM: — SCRATCH DEFENSE CURL FURY SWIPES THIEF NORMAL NORMAL NORMAL DARK
HOOTHOOT ♀  ABILITY: INSOMNIA ITEM: — FORESIGHT TACKLE HYPNOSIS PECK NORMAL-FLYING NORMAL NORMAL PSYCHIC FLYING	KIRLIA ♀  ABILITY: TRACE ITEM: — DOUBLE TEAM TAUNT CONFUSION GROWL PSYCHIC NORMAL DARK PSYCHIC NORMAL	WINGULL ♀  ABILITY: KEEN EYE ITEM: — WATER GUN QUICK ATTACK MIST PURSUIT WATER-FLYING WATER NORMAL ICE DARK







BATTLE 7: GARS ROLLER BOY ♂

JIGGLYPUFF ♀  ABILITY: CUTE CHARM ITEM: — SING MIMIC DOUBLES LAP DEFENSE CURL NORMAL NORMAL NORMAL NORMAL NORMAL	MEDITITE ♂  ABILITY: PURE POWER ITEM: — HIDDEN POWER DETECT CONFUSION FAKE OUT FIGHTING-PSYCHIC NORMAL FIGHTING PSYCHIC NORMAL	SPHEAL ♂  ABILITY: THICK FAT ITEM: — ENCORE HAIL ICE BALL WATER GUN ICE-WATER NORMAL ICE ICE WATER
MAREEP ♀  ABILITY: STATIC ITEM: — THUNDERSHOCK TACKLE LIGHT SCREEN ATTRACT ELECTRIC ELECTRIC NORMAL PSYCHIC NORMAL	GEODUDE ♂  ABILITY: ROCK HEAD ITEM: — ROCK SMASH ROLLOUT TACKLE DEFENSE CURL ROCK-GROUND FIGHTING ROCK NORMAL NORMAL	SPINARAK ♂  ABILITY: INSOMNIA ITEM: — POISON STING FURY SWIPES LEECH LIFE SPIDER WEB BUG-POISON POISON NORMAL BUG BUG







BATTLE 8: LADIN HUNTER ♂

ELECTRIKE ♂  ABILITY: STATIC ITEM: — THUNDERSHOCK THUNDER WAVE TACKLE HOWL ELECTRIC ELECTRIC ELECTRIC NORMAL NORMAL	VULPIX ♀  ABILITY: FLASH FIRE ITEM: — QUICK ATTACK WILL-O-WISP EMBER SAFEGUARD FIRE NORMAL FIRE FIRE NORMAL	SLAKOTH ♂  ABILITY: TRUANT ITEM: — YAWN COVET AERIAL ACE SLACK OFF NORMAL NORMAL NORMAL FLYING NORMAL
PINECO ♂  ABILITY: STURDY ITEM: — PIN MISSILE RAPID SPIN TACKLE SPIKES BUG BUG NORMAL NORMAL GROUND	SHUPPET ♀  ABILITY: INSOMNIA ITEM: — SPITE ASTONISH WILL-O-WISP SNATCH GHOST GHOST GHOST FIRE DARK	HORSEA ♂  ABILITY: SWIFT SWIM ITEM: — TWISTER BUBBLE AGILITY SMOKE SCREEN WATER DRAGON WATER PSYCHIC NORMAL

BATTLE 9: RAPOZ BODYBUILDER ♂

SHROOMISH ♂  ABILITY: EFFECT SPORE ITEM: — LEECH SEED STUN SPORE MEGA DRAIN FAKE TEARS GRASS GRASS GRASS GRASS DARK	WHISMUR ♀  ABILITY: SOUNDPROOF ITEM: — ASTONISH POUND SUPERSONIC ROAR NORMAL GHOST NORMAL NORMAL NORMAL	SNORUNT ♀  ABILITY: INNER FOCUS ITEM: — POWDER SNOW BITE DOUBLE TEAM HAIL ICE ICE DARK NORMAL ICE
SURSKIT ♀  ABILITY: SWIFT SWIM ITEM: — QUICK ATTACK AGILITY BUBBLE MIST BUG-WATER NORMAL PSYCHIC WATER ICE	PIKACHU ♂  ABILITY: STATIC ITEM: — TACKLE AGILITY GROWL THUNDERSHOCK ELECTRIC NORMAL PSYCHIC NORMAL ELECTRIC	SANDSHREW ♀  ABILITY: SAND VEIL ITEM: — SCRATCH SAND TOMB RAPID SPIN FURY SWIPES GROUND NORMAL GROUND NORMAL NORMAL







BATTLE 10: VANNOS AREA LEADER ♀

BALTOY  ABILITY: LEVITATE ITEM: — MUD-SLAP CONFUSION ROCK TOMB SANDSTORM GROUND-PSYCHIC GROUND PSYCHIC ROCK ROCK	BELDUM  ABILITY: CLEAR BODY ITEM: CHOICE BAND TAKE DOWN NORMAL STEEL-PSYCHIC NORMAL	BAGON ♂  ABILITY: ROCK HEAD ITEM: — RAGE BITE EMBER LEER DRAGON NORMAL DARK FIRE NORMAL
REMORAID ♂  ABILITY: HUSTLE ITEM: — LOCK-ON SUPERSONIC WATER GUN FOCUS ENERGY WATER NORMAL NORMAL WATER NORMAL	SLAKING ♀  ABILITY: TRUANT ITEM: — SOLARBEAM GRASS NORMAL GRASS	LARVITAR ♂  ABILITY: GUTS ITEM: — SANDSTORM PURSUIT BITE SCREECH ROCK-GROUND ROCK DARK DARK NORMAL







AREA 2

POKé COUPON: 100 points







BATTLE 11: GIROD HUNTER ♂

GULPIN ♂  ABILITY: LIQUID OOZE ITEM: — ACID ARMOR TOXIC AMNESIA POUND POISON POISON PSYCHIC NORMAL	TORCHIC ♂  ABILITY: BLAZE ITEM: — SAND-ATTACK EMBER QUICK ATTACK MIRROR MOVE FIRE GROUND FIRE NORMAL FLYING	CARVANHA ♀  ABILITY: ROUGH SKIN ITEM: — RAGE THIEF SCARY FACE SWAGGER WATER-DARK NORMAL DARK NORMAL NORMAL
NUMEL ♀  ABILITY: OBLIVIOUS ITEM: — EMBER AMNESIA TACKLE PROTECT FIRE-GROUND FIRE PSYCHIC NORMAL NORMAL	TREECKO ♂  ABILITY: OVERGROW ITEM: — QUICK ATTACK DETECT POUND ABSORB GRASS NORMAL FIGHTING NORMAL GRASS	CORPHISH ♀  ABILITY: HYPER CUTTER ITEM: — HARDEN TAUNT KNOCK OFF GUILLOTINE WATER NORMAL DARK DARK NORMAL







BATTLE 12: DENC RICH BOY ♂

CYND AQUIL ♂  ABILITY: BLAZE ITEM: — SUNNY DAY EMBER TACKLE QUICK ATTACK FIRE FIRE NORMAL NORMAL	ABRA ♂  ABILITY: SYNCHRONIZE ITEM: — TORMENT KNOCK OFF TAUNT SHOCK WAVE PSYCHIC DARK DARK DARK ELECTRIC	DODUO ♀  ABILITY: EARLY BIRD ITEM: — QUICK ATTACK PECK FURY ATTACK GROWL NORMAL-FLYING NORMAL FLYING NORMAL NORMAL
MACHOP ♂  ABILITY: GUTS ITEM: — FOCUS ENERGY FORESIGHT KARATE CHOP ROCK SMASH FIGHTING NORMAL NORMAL FIGHTING FIGHTING	TOTODILE ♂  ABILITY: TORRENT ITEM: — SCARY FACE SCRATCH WATER GUN RAGE WATER NORMAL NORMAL WATER NORMAL	SWABLU ♀  ABILITY: NATURAL CURE ITEM: — ASTONISH MIST PECK MIRROR MOVE NORMAL-FLYING GHOST ICE FLYING FLYING







BATTLE 13: MYOG FUN OLD LADY ♀

MUDKIP ♂  ABILITY: TORRENT ITEM: — TACKLE WATER GUN MUD-SLAP BIDE WATER NORMAL WATER GROUND NORMAL	CHIKORITA ♂  ABILITY: OVERGROW ITEM: — VINE WHIP LIGHT SCREEN REFLECT POISONPOWDER GRASS GRASS PSYCHIC PSYCHIC POISON	GOLDEEN ♀  ABILITY: WATER VEIL ITEM: — WATER SPORT HORN DRILL FURY ATTACK PECK WATER WATER NORMAL NORMAL FLYING
ODDISH ♀  ABILITY: CHLOROPHYLL ITEM: — SLEEP POWDER MOONLIGHT ACID ABSORB GRASS-POISON GRASS NORMAL POISON GRASS	PSYDUCK ♀  ABILITY: DAMP ITEM: — SCRATCH PSYCH UP SCREECH FURY SWIPES WATER NORMAL PSYCHIC NORMAL NORMAL	NATU ♀  ABILITY: SYNCHRONIZE ITEM: — PECK LEER WISH CONFUSE RAY PSYCHIC-FLYING FLYING NORMAL NORMAL GHOST

BATTLE 14: ROGEN BODYBUILDER ♀

MAGNEMITE  ABILITY: MAGNET PULL ITEM: — SUPERSONIC LOCK-ON SONICBOOM THUNDERSHOCK ELECTRIC-STEEL NORMAL NORMAL NORMAL ELECTRIC	VOLTORB  ABILITY: STATIC ITEM: — TACKLE ROLLOUT SONICBOOM EXPLOSION ELECTRIC NORMAL ROCK NORMAL NORMAL	CHINCHOU ♂  ABILITY: VOLT ABSORB ITEM: — THUNDER WAVE WATER GUN SUPERSONIC ATTRACT WATER-ELECTRIC ELECTRIC WATER NORMAL NORMAL
FLAUFFY ♀  ABILITY: STATIC ITEM: — THUNDERSHOCK TACKLE COTTON SPORE RAIN DANCE ELECTRIC ELECTRIC NORMAL GRASS WATER	PLUSLE ♀  ABILITY: PLUS ITEM: — QUICK ATTACK HELPING HAND FAKE TEARS THUNDER WAVE ELECTRIC NORMAL NORMAL DARK ELECTRIC	MINUN ♂  ABILITY: MINUS ITEM: — HELPING HAND ENCORE CHARM QUICK ATTACK ELECTRIC NORMAL NORMAL NORMAL NORMAL

BATTLE 15: ARDO GUY ♂

SPOINK ♀  ABILITY: OWN TEMPO ITEM: MACHO BRACE PSYWAVE MAGIC COAT CONFUSE RAY SUBSTITUTE PSYCHIC PSYCHIC PSYCHIC GHOST NORMAL	GRIMER ♂  ABILITY: STICKY HOLD ITEM: — DISABLE ACID ARMOR POUND POISON GAS POISON NORMAL POISON NORMAL POISON	NINCADA ♂  ABILITY: COMPOUNDEYES ITEM: — SCRATCH LEECH LIFE HARDEN MUD-SLAP BUG-GROUND NORMAL BUG NORMAL GROUND
ARON ♀  ABILITY: STURDY ITEM: — METAL CLAW METAL SOUND HARDEN TACKLE STEEL-ROCK STEEL STEEL NORMAL NORMAL	LUVDISC ♀  ABILITY: SWIFT SWIM ITEM: — AGILITY WATER GUN ATTRACT CHARM WATER PSYCHIC WATER NORMAL NORMAL	HOUDOUR ♂  ABILITY: FLASH FIRE ITEM: — ROAR FIRE SPIN LEER THIEF DARK-FIRE NORMAL FIRE NORMAL DARK

BATTLE 16: FEREN TEACHER ♀

TENTACOO ♀



ABILITY: LIQUID Ooze
ITEM: —

SUPERSONIC
CONSTRUCT
ACID
POISON STING

WATER-POISON

NORMAL
NORMAL
POISON
POISON

LOMBRE ♂



ABILITY: SWIFT SWIM
ITEM: —

WATER SPORT
RAIN DANCE
ABSORB
FAKE OUT

WATER-GRASS

WATER
WATER
GRASS
NORMAL

STARU



ABILITY: NATURAL CURE
ITEM: —

RAPID SPIN
WATER GUN
MINIMIZE
LIGHT SCREEN

WATER

NORMAL
WATER
NORMAL
PSYCHIC

CLAMPERL ♀



ABILITY: SHELL ARMOR
ITEM: DEEPSEATOOTH

CLAMP
IRON DEFENSE
WHIRLPOOL
WATER GUN

WATER

WATER
STEEL
WATER
WATER

CORSOLA ♀



ABILITY: HUSTLE
ITEM: —

ROCK BLAST
SPIKE CANNON
MIRROR COAT
ATTRACT

WATER-ROCK

ROCK
NORMAL
PSYCHIC
NORMAL

WAILMER ♂



ABILITY: OBLIVIOUS
ITEM: —

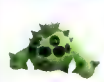
ROLLOUT
MIST
WATER GUN
REST

WATER

ROCK
ICE
WATER
PSYCHIC

BATTLE 17: MALOO RIDER ♀

CACNEA ♀



ABILITY: SAND VEIL
ITEM: —

SAND-ATTACK
SPIKES
INGRAIN
ACID

GRASS

GROUND
GROUND
GRASS
POISON

NUZLEAF ♂



ABILITY: CHLOROPHYLL
ITEM: —

HARDEN
TORMENT
POUND
FAKE OUT

GRASS-DARK

NORMAL
DARK
NORMAL
NORMAL

SKIPLOOM ♀



ABILITY: CHLOROPHYLL
ITEM: —

TAIL WHIP
COTTON SPORE
STUN SPORE
LEECH SEED

GRASS-FLYING

NORMAL
GRASS
GRASS
GRASS

LILEEP ♂



ABILITY: SUCTION CUPS
ITEM: —

AMNESIA
INGRAIN
ACID
ASTONISH

ROCK-GRASS

PSYCHIC
GRASS
POISON
GHOST

GLOOM ♀



ABILITY: CHLOROPHYLL
ITEM: —

ABSORB
MOONLIGHT
SWEET SCENT
ACID

GRASS-POISON

GRASS
NORMAL
NORMAL
POISON

GROVYLE ♂



ABILITY: OVERGROW
ITEM: —

LEER
AGILITY
PURSUIT
FALSE SWIPE

GRASS

NORMAL
PSYCHIC
DARK
NORMAL

BATTLE 18: DOIMO RESEARCHER ♂

PHANPY ♂



ABILITY: PICKUP
ITEM: —

DEFENSE CURL
ROLLOUT
TACKLE
ENDURE

GROUND

NORMAL
ROCK
NORMAL
NORMAL

DELIBIRD ♀



ABILITY: HUSTLE
ITEM: —

PRESENT
PROTECT
RAPID SPIN
HAIL

ICE-FLYING

NORMAL
NORMAL
NORMAL
ICE

KOFFING ♂



ABILITY: LEVITATE
ITEM: —

SMOG
HAZE
TACKLE
DESTINY BOND

POISON

POISON
ICE
NORMAL
GHOST

VIBRAVA ♀



ABILITY: LEVITATE
ITEM: —

SAND TOMB
SCREECH
DRAGONBREATH
SANDSTORM

GROUND-DRAGON

GROUND
NORMAL
DRAGON
ROCK

TEDDIURSA ♂



ABILITY: PICKUP
ITEM: —

FAKE TEARS
SNORE
REST
SCRATCH

NORMAL

DARK
NORMAL
PSYCHIC
NORMAL

RHYHORN ♀



ABILITY: ROCK HEAD
ITEM: —

SCARY FACE
ROCK BLAST
HORN DRILL
ROCK SMASH

GROUND-ROCK

NORMAL
ROCK
NORMAL
FIGHTING

BATTLE 19: HEBEL COOLTRAINER ♂

ANORITH ♂



ABILITY: BATTLE ARMOR
ITEM: —

SWORDS DANCE
PROTECT
FURY CUTTER
SCRATCH

ROCK-BUG

NORMAL
NORMAL
BUG
NORMAL

BEAUTIFLY ♀



ABILITY: SWARM
ITEM: —

GUST
ATTRACT
MORNING SUN
MEGA DRAIN

BUG-FLYING

FLYING
NORMAL
NORMAL
GRASS

DUSTOX ♂



ABILITY: SHIELD DUST
ITEM: —

MOONLIGHT
WHIRLWIND
CONFUSION
GUST

BUG-POISON

NORMAL
NORMAL
PSYCHIC
FLYING

LEDIAN ♀



ABILITY: SWARM
ITEM: —

SUPERSONIC
SWIFT
AGILITY
FRUSTRATION

BUG-FLYING

NORMAL
NORMAL
PSYCHIC
NORMAL

ARIADOS ♀



ABILITY: INSOMNIA
ITEM: —

CONSTRUCT
NIGHT SHADE
SCARY FACE
FLASH

BUG-POISON

NORMAL
GHOST
NORMAL
NORMAL

YANMA ♂



ABILITY: SPEED BOOST
ITEM: —

DOUBLE TEAM
QUICK ATTACK
SONICBOOM
TACKLE

BUG-FLYING

NORMAL
NORMAL
NORMAL
NORMAL

BATTLE 20: ERBEN AREA LEADER ♂

GRAVELER ♂



ABILITY: ROCK HEAD
ITEM: —

ROCK THROW
MAGNITUDE
ROLLOUT
MUD SPORT

ROCK-GROUND

ROCK
GROUND
ROCK
GROUND

ROSELIA ♂



ABILITY: POISON POINT
ITEM: —

SWEET SCENT
GRASSWHISTLE
MEGA DRAIN
TOXIC

GRASS-POISON

NORMAL
GRASS
GRASS
POISON

LOUDRED ♀



ABILITY: SOUNDPROOF
ITEM: —

POUND
UPROAR
REST
HOWL

NORMAL

NORMAL
NORMAL
PSYCHIC
NORMAL

WOBBUFFET ♀



ABILITY: SHADOW TAG
ITEM: —

COUNTER
SAFEGUARD
MIRROR COAT
DESTINY BOND

PSYCHIC

FIGHTING
NORMAL
PSYCHIC
GHOST

DELICATTY ♀



ABILITY: CUTE CHARM
ITEM: —

ATTRACT
COVET
CALM MIND
DIG

NORMAL

NORMAL
NORMAL
PSYCHIC
GROUND

MACHOKE ♂



ABILITY: GUTS
ITEM: —

LOW KICK
KARATE CHOP
SEISMIC TOSS
FORESIGHT

FIGHTING

FIGHTING
FIGHTING
FIGHTING
NORMAL



AREA 3 POKé COUPON: 200 points

BATTLE 21: SIDO ST. PERFORMER ♀

NOSEPASS ♀	ROCK
ABILITY: MAGNET PULL ITEM: —	TACKLE NORMAL ROLLOUT ROCK HARDEN NORMAL LOCK-ON NORMAL

SPINDA ♀	NORMAL
ABILITY: OWN TEMPO ITEM: —	HYPNOSIS PSYCHIC TACKLE NORMAL UPROAR NORMAL TEETER DANCE NORMAL

AIPOM ♂	NORMAL
ABILITY: PICKUP ITEM: —	TICKLE NORMAL SCREECH NORMAL SWIFT NORMAL SCRATCH NORMAL

MAWILE ♀	STEEL
ABILITY: INTIMIDATE ITEM: —	VICEGRIP NORMAL SWALLOW NORMAL STOCKPILE NORMAL ASTONISH GHOST

SABLEYE ♂	DARK-GHOST
ABILITY: KEEN EYE ITEM: —	SCRATCH NORMAL FAKE OUT NORMAL LEER NORMAL MEAN LOOK NORMAL

COMBUSKEN ♂	FIRE-FIGHTING
ABILITY: BLAZE ITEM: —	ROCK SMASH FIGHTING PECK FLYING DOUBLE KICK FIGHTING BULK UP FIGHTING

BATTLE 22: KIMBER ATHLETE ♀

VOLBEAT ♂	BUG
ABILITY: SWARM ITEM: —	CONFUSE RAY GHOST QUICK ATTACK NORMAL TAIL GLOW BUG PROTECT NORMAL

JIGGLYPUFF ♀	NORMAL
ABILITY: CUTE CHARM ITEM: —	DEFENSE CURL NORMAL ROLLOUT ROCK SING NORMAL POUND NORMAL

MARSHTOMP ♂	WATER-GROUND
ABILITY: TORRENT ITEM: —	BIDE NORMAL MUD SPORT GROUND TACKLE NORMAL WATER GUN WATER

KADABRA ♂	PSYCHIC
ABILITY: INNER FOCUS ITEM: —	KINESIS PSYCHIC CONFUSION PSYCHIC RECOVER NORMAL TRICK PSYCHIC

ILLUMISE ♀	BUG
ABILITY: OBLIVIOUS ITEM: —	CHARM NORMAL FLATTER NORMAL WISH NORMAL COVET NORMAL

SPHEAL ♀	ICE-WATER
ABILITY: THICK FAT ITEM: —	POWDER SNOW ICE HAIL ICE SNORE NORMAL REST PSYCHIC

BATTLE 23: RENFAR CHASER ♂

WOOPER ♀	WATER-GROUND
ABILITY: DAMP ITEM: —	MUD SHOT GROUND YAWN NORMAL TAIL WHIP NORMAL MIST ICE

MAKUHITA ♂	FIGHTING
ABILITY: THICK FAT ITEM: —	FAKE OUT NORMAL ROCK SMASH FIGHTING WHIRLWIND NORMAL ENDURE NORMAL

SHROOMISH ♀	GRASS
ABILITY: EFFECT SPORE ITEM: —	TACKLE NORMAL GIGA DRAIN GRASS POISONPOWDER POISON LEECH SEED GRASS

LOTAD ♂	WATER-GRASS
ABILITY: SWIFT SWIM ITEM: —	GROWL NORMAL RAZOR LEAF GRASS RAIN DANCE WATER ABSORB GRASS

MARILL ♂	WATER
ABILITY: THICK FAT ITEM: —	TAIL WHIP NORMAL SUPERSONIC NORMAL BUBBLEBEAM WATER ROLLOUT ROCK

WHISMUR ♂	NORMAL
ABILITY: SOUNDPROOF ITEM: —	ASTONISH GHOST UPROAR NORMAL HOWL NORMAL SCREECH NORMAL

BATTLE 24: RATEIS COOLTRAINER ♀

NINCADA ♂	BUG-GROUND
ABILITY: COMPOUNDEYES ITEM: —	GIGA DRAIN GRASS MUD-SLAP GROUND FALSE SWIPE NORMAL METAL CLAW STEEL

SENTRET ♀	NORMAL
ABILITY: KEEN EYE ITEM: —	HELPING HAND NORMAL QUICK ATTACK NORMAL REST PSYCHIC CUT NORMAL

ZUBAT ♀	POISON-FLYING
ABILITY: INNER FOCUS ITEM: —	AIR CUTTER FLYING MEAN LOOK NORMAL POISON FANG POISON HAZE ICE

PINECO ♀	BUG
ABILITY: STURDY ITEM: —	PROTECT NORMAL BIDE NORMAL RAPID SPIN NORMAL EXPLOSION NORMAL

SWINUB ♂	ICE-GROUND
ABILITY: OBLIVIOUS ITEM: —	POWDER SNOW ICE BITE DARK TACKLE NORMAL ENDURE NORMAL

TAILLOW ♀	NORMAL-FLYING
ABILITY: GUTS ITEM: —	GROWL NORMAL QUICK ATTACK NORMAL ENDEAVOR NORMAL AGILITY PSYCHIC

BATTLE 25: HOGLO FUN OLD MAN ♂

SLUGMA ♂	FIRE
ABILITY: FLAME BODY ITEM: —	SMOG POISON ROCK THROW ROCK AMNESIA PSYCHIC ACID ARMOR POISON

QUILAVA ♂	FIRE
ABILITY: BLAZE ITEM: —	SMOKESCREEN NORMAL CUT NORMAL EMBER FIRE FACADE NORMAL

VULPIX ♀	FIRE
ABILITY: FLASH FIRE ITEM: —	CONFUSE RAY GHOST GRUDGE GHOST FAINT ATTACK DARK FIRE SPIN FIRE

TORCHIC ♂	FIRE
ABILITY: BLAZE ITEM: —	ROCK SLIDE ROCK SCRATCH NORMAL PROTECT NORMAL FOCUS ENERGY NORMAL

NUMEL ♂	FIRE-GROUND
ABILITY: OBLIVIOUS ITEM: —	GROWL NORMAL ROCK TOMB ROCK EMBER FIRE ROCK SMASH FIGHTING

COMBUSKEN ♂	FIRE-FIGHTING
ABILITY: BLAZE ITEM: —	CUT NORMAL QUICK ATTACK NORMAL BULK UP FIGHTING MIRROR MOVE FLYING

BATTLE 26: ISETTE LADY IN SUIT ♀

SHEDINJA	BUG-GHOST
ABILITY: WONDER GUARD ITEM: —	GRUDGE SWORDS DANCE SAND-ATTACK FALSE SWIPE GHOST NORMAL GROUND NORMAL

GULPIN ♀	POISON
ABILITY: STICKY HOLD ITEM: —	YAWN STOCKPILE SLUDGE SWALLOW NORMAL NORMAL POISON NORMAL

PIKACHU ♀	ELECTRIC
ABILITY: STATIC ITEM: —	FACADE TAIL WHIP QUICK ATTACK THUNDER WAVE NORMAL NORMAL NORMAL ELECTRIC

POOCHYENA ♀	DARK
ABILITY: RUN AWAY ITEM: —	HOWL ODOR SLEUTH BITE POISON FANG NORMAL NORMAL DARK POISON

SEEDOT ♂	GRASS
ABILITY: CHLOROPHYLL ITEM: —	GIGA DRAIN SYNTHESIS HARDEN SUNNY DAY GRASS GRASS NORMAL FIRE

SNUBBULL ♀	NORMAL
ABILITY: INTIMIDATE ITEM: —	CHARM RAGE BITE FAINT ATTACK NORMAL NORMAL DARK DARK

BATTLE 27: NOREL BANDANA GUY ♂

ZIGZAGOON ♂	NORMAL
ABILITY: PICKUP ITEM: —	GROWL COVET DIG BELLY DRUM NORMAL NORMAL GROUND NORMAL

TOGEPI ♂	NORMAL
ABILITY: SERENE GRACE ITEM: —	CHARM DOUBLE-EDGE METRONOME SWEET KISS NORMAL NORMAL NORMAL NORMAL

SKITTY ♀	NORMAL
ABILITY: CUTE CHARM ITEM: —	UPROAR FAINT ATTACK SING HEAL BELL NORMAL DARK NORMAL NORMAL

DODUO ♂	NORMAL-FLYING
ABILITY: EARLY BIRD ITEM: —	PURSUIT AGILITY PECK UPROAR DARK PSYCHIC FLYING NORMAL

TEDDIURSA ♀	NORMAL
ABILITY: PICKUP ITEM: —	LEER CUT FAINT ATTACK COUNTER NORMAL NORMAL DARK FIGHTING

LOUDRED ♂	NORMAL
ABILITY: SOUNDPROOF ITEM: —	UPROAR REST STOMP SLEEP TALK NORMAL PSYCHIC NORMAL NORMAL

BATTLE 28: BRENA LADY ♀

HOOTHOOT ♂	NORMAL-FLYING
ABILITY: INSOMNIA ITEM: —	REFLECT AERIAL ACE CONFUSION FLASH PSYCHIC FLYING PSYCHIC NORMAL

LEDYBA ♀	BUG-FLYING
ABILITY: EARLY BIRD ITEM: —	SUPERSONIC SWIFT BATON PASS AERIAL ACE NORMAL NORMAL NORMAL FLYING

WINGULL ♂	WATER-FLYING
ABILITY: KEEN EYE ITEM: —	GROWL PURSUIT WING ATTACK TWISTER NORMAL DARK FLYING DRAGON

SWABLU ♂	NORMAL-FLYING
ABILITY: NATURAL CURE ITEM: —	AGILITY TAKE DOWN PURSUIT SING PSYCHIC NORMAL DARK NORMAL

NATU ♂	PSYCHIC-FLYING
ABILITY: SYNCHRONIZE ITEM: —	QUICK ATTACK WISH NIGHT SHADE LEER NORMAL NORMAL GHOST NORMAL

DELIBIRD ♂	ICE-FLYING
ABILITY: VITAL SPIRIT ITEM: —	PRESENT FLY ICE BALL HAIL NORMAL FLYING ICE ICE

BATTLE 29: WAGEL WORKER ♂

SPINARAK ♀	BUG-POISON
ABILITY: SWARM ITEM: —	AGILITY NIGHT SHADE CONSTRUCT LEECH LIFE PSYCHIC GHOST NORMAL BUG

ODDISH ♂	GRASS-POISON
ABILITY: CHLOROPHYLL ITEM: —	ABSORB MOONLIGHT ACID RAZOR LEAF GRASS NORMAL POISON GRASS

GRIMER ♀	POISON
ABILITY: STICKY HOLD ITEM: —	SHADOW PUNCH SCREECH MEAN LOOK SLUDGE GHOST NORMAL NORMAL POISON

TENTACOO ♂	WATER-POISON
ABILITY: LIQUID Ooze ITEM: —	SUPERSONIC SCREECH TOXIC ACID NORMAL NORMAL POISON POISON

KOFFING ♀	POISON
ABILITY: LEVITATE ITEM: —	SMOKESCREEN SCREECH MEMENTO WILL-O-WISP NORMAL NORMAL DARK FIRE

ROSELIA ♀	GRASS-POISON
ABILITY: POISON POINT ITEM: —	GROWTH GIGA DRAIN MAGICAL LEAF AROMATHERAPY NORMAL GRASS GRASS GRASS

BATTLE 30: LEVEN AREA LEADER ♀

GEODUDE ♀	ROCK-GROUND
ABILITY: ROCK HEAD ITEM: —	ROCK THROW MAGNITUDE MUD SPORT ROLLOUT ROCK GROUND GROUND ROCK

SANDSHREW ♂	GROUND
ABILITY: SAND VEIL ITEM: —	SWORDS DANCE SLASH SAND-ATTACK SWIFT NORMAL NORMAL GROUND NORMAL

BALTOY	GROUND-PSYCHIC
ABILITY: LEVITATE ITEM: —	PSYBEAM SANDSTORM ANCIENTPOWER COSMIC POWER PSYCHIC ROCK ROCK PSYCHIC

LARVITAR ♀	ROCK-GROUND
ABILITY: GUTS ITEM: —	ROCK SLIDE SCARY FACE THRASH BITE ROCK NORMAL NORMAL DARK

TRAPINCH ♂	GROUND
ABILITY: HYPER CUTTER ITEM: —	BITE SAND TOMB SAND-ATTACK DIG DARK GROUND GROUND GROUND

RHYHORN ♂	GROUND-ROCK
ABILITY: ROCK HEAD ITEM: —	HORN ATTACK SCARY FACE STOMP ROCK SMASH NORMAL NORMAL NORMAL FIGHTING







AREA 4

POKé COUPON: 400 points







BATTLE 31: HILDON RESEARCHER ♂

HOPPIP ♀  ABILITY: CHLOROPHYLL ITEM: MIRACLE SEED GRASS-FLYING NORMAL GRASS GRASS NORMAL	SMEARGLE ♂  ABILITY: OWN TEMPO ITEM: CITRUS BERRY DETECT METAL CLAW TAUNT METAL SOUND NORMAL NORMAL STEEL DARK STEEL	WYNAUT ♀  ABILITY: SHADOW TAG ITEM: SHELL BELL CHARM MIRROR COAT COUNTER DESTINY BOND PSYCHIC NORMAL PSYCHIC FIGHTING GHOST
SURSKIT ♂  ABILITY: SWIFT SWIM ITEM: ORAN BERRY BUBBLEBEAM MUD SHOT HAZE WATER SPORT BUG-WATER WATER GROUND ICE WATER	KIRLIA ♂  ABILITY: TRACE ITEM: CHESTO BERRY CONFUSION CALM MIND DOUBLE TEAM FUTURE SIGHT PSYCHIC PSYCHIC PSYCHIC NORMAL PSYCHIC	SLAKOTH ♀  ABILITY: TRUANT ITEM: BRIGHT POWDER YAWN FAINTESSIA FAINT ATTACK SLASH NORMAL NORMAL PSYCHIC DARK NORMAL







BATTLE 32: TARY ROLLER BOY ♂

MEDITATE ♀  ABILITY: PURE POWER ITEM: WIKI BERRY BIDE MIND READER MEDITATE HI JUMP KICK FIGHTING-PSYCHIC NORMAL NORMAL PSYCHIC FIGHTING	MAGNEMITE  ABILITY: STURDY ITEM: AGUAV BERRY METAL SOUND THUNDERSHOCK SUPERSONIC SWIFT ELECTRIC-STEEL STEEL ELECTRIC NORMAL NORMAL	SHUPPET ♂  ABILITY: INSOMNIA ITEM: SPELL TAG NIGHT SHADE SHADOW BALL CURSE DISABLE GHOST GHOST GHOST ? NORMAL
ARON ♂  ABILITY: ROCK HEAD ITEM: LIECHI BERRY DIG METAL CLAW IRON DEFENSE MUD-SLAP STEEL-ROCK GROUND STEEL STEEL GROUND	BARBOACH ♀  ABILITY: OBLIVIOUS ITEM: FIGY BERRY SPARK MAGNITUDE MUD SPORT WATER GUN WATER-GROUND ELECTRIC GROUND GROUND WATER	MAREEP ♂  ABILITY: STATIC ITEM: LUM BERRY TAKE DOWN COTTON SPORE THUNDER WAVE LIGHT SCREEN ELECTRIC NORMAL GRASS ELECTRIC PSYCHIC







BATTLE 33: SASON HUNTER ♀

DUSKULL ♂  ABILITY: LEVITATE ITEM: QUICK CLAW NIGHT SHADE MEAN LOOK FORESIGHT FUTURE SIGHT GHOST GHOST NORMAL NORMAL PSYCHIC	TREECKO ♂  ABILITY: OVERGROW ITEM: LUM BERRY DRAGONBREATH CUT AGILITY GIGA DRAIN GRASS DRAGON NORMAL PSYCHIC GRASS	HORSEA ♀  ABILITY: SWIFT SWIM ITEM: MAGO BERRY SMOKE SCREEN AGILITY AURORA BEAM WATER GUN WATER NORMAL PSYCHIC ICE WATER
SNORUNT ♂  ABILITY: INNER FOCUS ITEM: WIKI BERRY PROTECT ICY WIND BITE HAIL ICE NORMAL ICE DARK ICE	ABRA ♂  ABILITY: INNER FOCUS ITEM: IAPAPA BERRY REFLECT FIRE PUNCH FLASH THUNDERPUNCH PSYCHIC PSYCHIC FIRE NORMAL ELECTRIC	REMORAID ♀  ABILITY: HUSTLE ITEM: FIGY BERRY LOCK-ON BUBBLEBEAM PSYBEAM FOCUS ENERGY WATER NORMAL WATER PSYCHIC NORMAL

BATTLE 34: ROEX RICH BOY ♂

BAGON ♀  ABILITY: ROCK HEAD ITEM: SCOPE LENS HEADBUTT SCARY FACE DRAGON RAGE DRAGON DANCE DRAGON NORMAL NORMAL DRAGON DRAGON	GOLDEEN ♂  ABILITY: WATER VEIL ITEM: ORAN BERRY MUD SPORT HORN ATTACK SUPERSONIC TAIL WHIP WATER GROUND NORMAL NORMAL NORMAL	BAYLEEF ♂  ABILITY: OVERGROW ITEM: CITRUS BERRY POISONPOWDER LEECH SEED BODY SLAM LIGHT SCREEN GRASS POISON GRASS NORMAL PSYCHIC
MURKROW ♀  ABILITY: INSOMNIA ITEM: BLACKGLASSES PURSUIT FAINT ATTACK HAZE TAUNT DARK-FLYING DARK DARK ICE DARK	SPOINK ♂  ABILITY: THICK FAT ITEM: MACHO BRACE PSYWAVE REST PSYCH UP SNORE PSYCHIC PSYCHIC PSYCHIC NORMAL NORMAL	MACHOP ♂  ABILITY: GUTS ITEM: WHITE HERB LOW KICK SCARY FACE SEISMIC TOSS MEDITATE FIGHTING FIGHTING NORMAL FIGHTING PSYCHIC

BATTLE 35: DERON ATHLETE ♂

CORPHISH ♂  ABILITY: SHELL ARMOR ITEM: WIKI BERRY PROTECT BUBBLEBEAM VICEGRIP SWORDS DANCE WATER NORMAL WATER NORMAL NORMAL	CACNEA ♂  ABILITY: SAND VEIL ITEM: CITRUS BERRY FAINT ATTACK COTTON SPORE NEEDLE ARM SANDSTORM GRASS DARK GRASS GRASS ROCK	CARVANHA ♂  ABILITY: ROUGH SKIN ITEM: AGUAV BERRY LEER SCREECH CRUNCH AGILITY WATER-DARK NORMAL NORMAL DARK PSYCHIC
PHANPY ♀  ABILITY: PICKUP ITEM: BRIGHT POWDER DEFENSE CURL BODY SLAM TAKE DOWN FLAIL GROUND NORMAL NORMAL NORMAL NORMAL	ELECTRIKE ♀  ABILITY: STATIC ITEM: LEFTOVERS QUICK ATTACK BITE SPARK CHARGE ELECTRIC NORMAL DARK ELECTRIC ELECTRIC	BELDUM  ABILITY: CLEAR BODY ITEM: CHOICE BAND TAKE DOWN STEEL-PSYCHIC NORMAL

BATTLE 36: TIANA BODYBUILDER ♀

MUDKIP ♂



ABILITY: TORRENT
ITEM: SITRUS BERRY

WHIRLPOOL
TAKE DOWN
MUD SPORT
PROTECT

WATER

WATER
NORMAL
GROUND
NORMAL

TOTODILE ♂



ABILITY: TORRENT
ITEM: LAX INCENSE

LEER
SLASH
WATER GUN
ROCK SLIDE

WATER

NORMAL
NORMAL
WATER
ROCK

PSYDUCK ♂



ABILITY: CLOUD NINE
ITEM: IAPAPA BERRY

SCRATCH
DISABLE
PSYBEAM
PSYCH UP

WATER

NORMAL
NORMAL
PSYCHIC
NORMAL

CHINCHOU ♀



ABILITY: VOLT ABSORB
ITEM: FIGY BERRY

FLAIL
SUPERSONIC
SPARK
THUNDER WAVE

WATER-ELECTRIC

NORMAL
NORMAL
ELECTRIC
ELECTRIC

LUVDISC ♀



ABILITY: SWIFT SWIM
ITEM: LUM BERRY

TACKLE
ATTRACT
TAKE DOWN
MUD SPORT

WATER

NORMAL
NORMAL
NORMAL
GROUND

STARYU



ABILITY: NATURAL CURE
ITEM: LIECHI BERRY

RECOVER
WATER PULSE
SWIFT
MINIMIZE

WATER

NORMAL
WATER
NORMAL
NORMAL

BATTLE 37: MORIL COOLTRAINER ♂

VOLTORB



ABILITY: SOUNDPROOF
ITEM: SCOPE LENS

CHARGE
SONICBOOM
SPARK
MIRROR COAT

ELECTRIC

ELECTRIC
NORMAL
ELECTRIC
PSYCHIC

LOMBRE ♀



ABILITY: RAIN DISH
ITEM: MAGO BERRY

NATURE POWER
THIEF
FAKE OUT
GROWL

WATER-GRASS

NORMAL
DARK
NORMAL
NORMAL

CLAMPERL ♂



ABILITY: SHELL ARMOR
ITEM: DEEPSEASCALE

WATER PULSE
CLAMP
BODY SLAM
IRON DEFENSE

WATER

WATER
WATER
NORMAL
STEEL

NUZLEAF ♀



ABILITY: EARLY BIRD
ITEM: IAPAPA BERRY

HARDEN
TORMENT
FAINT ATTACK
RAZOR WIND

GRASS-DARK

NORMAL
DARK
DARK
NORMAL

VIBRAVA ♂



ABILITY: LEVITATE
ITEM: AGUAV BERRY

BITE
FAINT ATTACK
SAND-ATTACK
SCREECH

GROUND-DRAGON

DARK
DARK
GROUND
NORMAL

TEDDIURSA ♀



ABILITY: PICKUP
ITEM: WHITE HERB

LEER
FURY SWIPES
LICK
FAINT ATTACK

NORMAL

NORMAL
NORMAL
GHOST
DARK

BATTLE 38: GRENAY FUN OLD LADY ♀

GRAVELER ♀



ABILITY: ROCK HEAD
ITEM: LUM BERRY

TACKLE
ROCK SLIDE
DEFENSE CURL
MAGNITUDE

ROCK-GROUND

NORMAL
ROCK
NORMAL
GROUND

AIPOM ♀



ABILITY: PICKUP
ITEM: FIGY BERRY

PURSUIT
TICKLE
TAIL WHIP
SWIFT

NORMAL

DARK
NORMAL
NORMAL
NORMAL

NOSEPASS ♂



ABILITY: MAGNET PULL
ITEM: ORAN BERRY

ROCK THROW
ROCK SLIDE
THUNDER WAVE
LOCK-ON

ROCK

ROCK
ROCK
ELECTRIC
NORMAL

ANORITH ♂



ABILITY: BATTLE ARMOR
ITEM: LEPPA BERRY

HARDEN
ANCIENTPOWER
PROTECT
SLASH

ROCK-BUG

NORMAL
ROCK
NORMAL
NORMAL

LILEEP ♂



ABILITY: SUCTION CUPS
ITEM: PERSIM BERRY

AMNESIA
CONFUSE RAY
ACID
ANCIENTPOWER

ROCK-GRASS

PSYCHIC
GHOST
POISON
ROCK

SPINDA ♂



ABILITY: OWN TEMPO
ITEM: SITRUS BERRY

FAINT ATTACK
HYPNOSIS
DIZZY PUNCH
PSYCH UP

NORMAL

DARK
PSYCHIC
NORMAL
NORMAL

BATTLE 39: LOHON RIDER ♂

CORSOLA ♀



ABILITY: HUSTLE
ITEM: MAGO BERRY

REFRESH
MIRROR COAT
BUBBLEBEAM
ANCIENTPOWER

WATER-ROCK

NORMAL
PSYCHIC
WATER
ROCK

SKIPLOOM ♂



ABILITY: CHLOROPHYLL
ITEM: IAPAPA BERRY

TACKLE
COTTON SPORE
SLEEP POWDER
MEGA DRAIN

GRASS-FLYING

NORMAL
GRASS
GRASS
GRASS

MACHOKE ♂



ABILITY: GUTS
ITEM: SHELL BELL

ROCK TOMB
KARATE CHOP
FOCUS ENERGY
FORESIGHT

FIGHTING

ROCK
FIGHTING
NORMAL
NORMAL

PLUSLE ♂



ABILITY: PLUS
ITEM: LUM BERRY

SPARK
QUICK ATTACK
FAKE TEARS
AGILITY

ELECTRIC

ELECTRIC
NORMAL
DARK
PSYCHIC

BEAUTIFLY ♂



ABILITY: SWARM
ITEM: AGUAV BERRY

STUN SPORE
SILVER WIND
MORNING SUN
GIGA DRAIN

BUG-FLYING

GRASS
BUG
NORMAL
GRASS

LINOONE ♀



ABILITY: PICKUP
ITEM: CHESTO BERRY

HEADBUTT
SHOCK WAVE
ODOR SLEUTH
REST

NORMAL

NORMAL
ELECTRIC
NORMAL
PSYCHIC

BATTLE 40: SLEWIS AREA LEADER ♂

KADABRA ♂



ABILITY: SYNCHRONIZE
ITEM: BRIGHT POWDER

CONFUSION
THIEF
REFLECT
ROLE PLAY

PSYCHIC

PSYCHIC
DARK
PSYCHIC
PSYCHIC

MAWILE ♂



ABILITY: INTIMIDATE
ITEM: AGUAV BERRY

FAKE TEARS
VICEGRIP
BITE
IRON DEFENSE

STEEL

DARK
NORMAL
DARK
STEEL

DUSTOX ♀



ABILITY: SHIELD DUST
ITEM: LEFTOVERS

MOONLIGHT
SILVER WIND
PSYBEAM
TOXIC

BUG-POISON

NORMAL
BUG
PSYCHIC
POISON

SWELLOW ♀



ABILITY: GUTS
ITEM: SCOPE LENS

GROWL
WING ATTACK
QUICK ATTACK
DOUBLE TEAM

NORMAL-FLYING

NORMAL
FLYING
NORMAL
NORMAL

GROVYLE ♂



ABILITY: OVERGROW
ITEM: SITRUS BERRY

SCREECH
PURSUIT
LEAF BLADE
FALSE SWIPE

GRASS

NORMAL
DARK
GRASS
NORMAL

MARSHTOMP ♂



ABILITY: TORRENT
ITEM: MYSTIC WATER

TACKLE
MUD SHOT
WATER GUN
ENDEAVOR

WATER-GROUND

NORMAL
GROUND
WATER
NORMAL









AREA 5 POKé COUPON: 800 points







BATTLE 41: ORSAK FUN OLD MAN ♂

LEDIAN ♂  ABILITY: SWARM ITEM: LIECHI BERRY BUG-FLYING NORMAL PSYCHIC BUG NORMAL	SABLEYE ♀  ABILITY: KEEN EYE ITEM: WIKI BERRY NIGHT SHADE FAINST ATTACK ASTONISH CONFUSE RAY DARK-GHOST GHOST DARK GHOST GHOST	FLAAFFY ♂  ABILITY: STATIC ITEM: BRIGHT POWDER THUNDERSHOCK LIGHT SCREEN COTTON SPORE TAKE DOWN ELECTRIC ELECTRIC PSYCHIC GRASS NORMAL
YANMA ♀  ABILITY: SPEED BOOST ITEM: SITRUS BERRY DOUBLE TEAM DETECT SONICBOOM WING ATTACK BUG-FLYING NORMAL FIGHTING NORMAL FLYING	VOLBEAT ♂  ABILITY: SWARM ITEM: RAWST BERRY MOONLIGHT SIGNAL BEAM TAIL GLOW PROTECT BUG NORMAL BUG BUG NORMAL	GLOOM ♂  ABILITY: CHLOROPHYLL ITEM: SILVER POWDER SLEEP POWDER MOONLIGHT ACID PETAL DANCE GRASS-POISON GRASS NORMAL POISON GRASS







BATTLE 42: GOHN HUNTER ♂

MINUN ♀  ABILITY: MINUS ITEM: ORAN BERRY GROWL SPARK QUICK ATTACK CHARGE ELECTRIC NORMAL ELECTRIC NORMAL ELECTRIC	ARIADOS ♂  ABILITY: INSOMNIA ITEM: LEPPA BERRY LEECH LIFE CONSTRICT SIGNAL BEAM NIGHT SHADE BUG-POISON BUG NORMAL BUG GHOST	RHYHORN ♀  ABILITY: LIGHTNINGROD ITEM: MENTAL HERB DIG STOMP ROCK TOMB SCARY FACE GROUND-ROCK GROUND NORMAL ROCK NORMAL
HOUNDOUR ♂  ABILITY: FLASH FIRE ITEM: BLACKGLASSES SMOG ROAR EMBER CRUNCH DARK-FIRE POISON NORMAL FIRE DARK	CORPHISH ♂  ABILITY: HYPER CUTTER ITEM: WIKI BERRY KNOCK OFF BUBBLEBEAM ANCIENTPOWER TAUNT WATER DARK WATER ROCK DARK	WOBBUFFET ♂  ABILITY: SHADOW TAG ITEM: CHERI BERRY COUNTER ENCORE MIRROR COAT CHARM PSYCHIC FIGHTING NORMAL PSYCHIC NORMAL







BATTLE 43: DEATS GUY ♂

REMORAID ♀  ABILITY: HUSTLE ITEM: FIGY BERRY PSYBEAM BUBBLEBEAM AURORA BEAM HAZE WATER PSYCHIC WATER ICE ICE	CARVANHA ♂  ABILITY: ROUGH SKIN ITEM: MAGO BERRY FOCUS ENERGY CRUNCH SCARY FACE SWAGGER WATER-DARK NORMAL DARK NORMAL NORMAL	CROCONAW ♂  ABILITY: TORRENT ITEM: IAPAPA BERRY WATER PULSE SCREECH SLASH BITE WATER WATER NORMAL NORMAL DARK
MUDKIP ♂  ABILITY: TORRENT ITEM: AGUAV BERRY STOMP MUD SPORT WATER GUN ENDEAVOR WATER NORMAL GROUND WATER NORMAL	PIKACHU ♂  ABILITY: STATIC ITEM: ASPEAR BERRY THUNDER WAVE SLAM QUICK ATTACK DOUBLE TEAM ELECTRIC ELECTRIC NORMAL NORMAL NORMAL	CHINCHOU ♀  ABILITY: VOLT ABSORB ITEM: SITRUS BERRY THUNDER WAVE WATER PULSE TAKE DOWN FLASH WATER-ELECTRIC ELECTRIC WATER NORMAL NORMAL

BATTLE 44: TASH TEACHER ♀

DUNSPARCE ♂  ABILITY: SERENE GRACE ITEM: LEFTOVERS DEFENSE CURL PURSUIT YAWN HEADBUTT NORMAL NORMAL DARK NORMAL NORMAL	GEODUDE ♀  ABILITY: ROCK HEAD ITEM: HARD STONE ROCK SLIDE ROLLOUT DEFENSE CURL MAGNITUDE ROCK-GROUND ROCK ROCK NORMAL GROUND	ILLUMISE ♀  ABILITY: OBLIVIOUS ITEM: CHESTO BERRY SWEET SCENT QUICK ATTACK MOONLIGHT SILVER WIND BUG NORMAL NORMAL NORMAL BUG
ARON ♂  ABILITY: ROCK HEAD ITEM: SCOPE LENS HEADBUTT IRON DEFENSE METAL CLAW STOMP STEEL-ROCK NORMAL STEEL STEEL NORMAL	SANDSHREW ♀  ABILITY: SAND VEIL ITEM: PECHA BERRY DEFENSE CURL SAND TOMB CRUSH CLAW SLASH GROUND NORMAL GROUND NORMAL NORMAL	LILEEP ♂  ABILITY: SUCTION CUPS ITEM: LUM BERRY ANCIENTPOWER SPIT UP STOCKPILE SWALLOW ROCK-GRASS ROCK NORMAL NORMAL NORMAL

BATTLE 45: ACRON GLASSES MAN ♂

SNORUNT ♀  ABILITY: INNER FOCUS ITEM: NEVERMELTICE ICY WIND CRUNCH HEADBUTT HAIL ICE ICE DARK NORMAL ICE	GRIMER ♀  ABILITY: STICKY HOLD ITEM: POISON BARB SLUDGE MEMENTO ACID ARMOR SHADOW PUNCH POISON POISON DARK POISON GHOST	PSYDUCK ♀  ABILITY: DAMP ITEM: MYSTIC WATER PSYBEAM WATER PULSE WATER SPORT PSYCH UP WATER PSYCHIC WATER WATER NORMAL
MAGNEMITE  ABILITY: MAGNET PULL ITEM: MAGNET THUNDER WAVE SWIFT SPARK SCREECH ELECTRIC-STEEL ELECTRIC NORMAL ELECTRIC NORMAL	CYNDQUIL ♂  ABILITY: BLAZE ITEM: SCOPE LENS REVERSAL FLAME WHEEL CUT LEER FIRE FIGHTING FIRE NORMAL NORMAL	LARVITAR ♂  ABILITY: GUTS ITEM: PERSIM BERRY STOMP SANDSTORM THRASH CRUNCH ROCK-GROUND NORMAL ROCK NORMAL DARK

BATTLE 46: KIMERY RIDER ♀

MACHOP ♂



ABILITY: GUTS
ITEM: LIECHI BERRY

FOCUS ENERGY
REVENGE
SEISMIC TOSS
VITAL THROW

FIGHTING
NORMAL
FIGHTING
FIGHTING

GULPIN ♀



ABILITY: STICKY HOLD
ITEM: IAPAPA BERRY

SLUDGE
SPIT UP
STOCKPILE
SWALLOW

POISON
POISON
NORMAL
NORMAL

SNUBBULL ♀



ABILITY: INTIMIDATE
ITEM: PERSIM BERRY

FAINT ATTACK
CHARM
CRUNCH
ROAR

NORMAL
DARK
NORMAL
DARK
NORMAL

GOLDEEN ♂



ABILITY: WATER VEIL
ITEM: SEA INCENSE

PSYBEAM
HORN ATTACK
SUPERSONIC
WATERFALL

WATER
PSYCHIC
NORMAL
NORMAL
WATER

LUVDISC ♀



ABILITY: SWIFT SWIM
ITEM: SHELL BELL

WATER PULSE
SWEET KISS
TAKE DOWN
SAFEGUARD

WATER
WATER
NORMAL
NORMAL
NORMAL

BAGON ♀



ABILITY: ROCK HEAD
ITEM: CITRUS BERRY

HEADBUTT
DRAGONBREATH
FOCUS ENERGY
CRUNCH

DRAGON
NORMAL
DRAGON
NORMAL
DARK

BATTLE 47: RAWLES BODYBUILDER ♂

CHIMECHO ♀



ABILITY: LEVITATE
ITEM: TWISTED SPOON

ASTONISH
PSYWAVE
CONFUSION
SAFEGUARD

PSYCHIC
GHOST
PSYCHIC
PSYCHIC
NORMAL

DODUO ♀



ABILITY: EARLY BIRD
ITEM: ORAN BERRY

GROWL
AERIAL ACE
UPROAR
AGILITY

NORMAL-FLYING
NORMAL
FLYING
NORMAL
PSYCHIC

TREECKO ♂



ABILITY: OVERGROW
ITEM: RAWST BERRY

CRUNCH
SLAM
AGILITY
GIGA DRAIN

GRASS
DARK
NORMAL
PSYCHIC
GRASS

VOLTORB



ABILITY: SOUNDPROOF
ITEM: IAPAPA BERRY

CHARGE
SWIFT
SPARK
LIGHT SCREEN

ELECTRIC
ELECTRIC
NORMAL
ELECTRIC
PSYCHIC

STARYU



ABILITY: NATURAL CURE
ITEM: BRIGHT POWDER

MINIMIZE
BUBBLEBEAM
SWIFT
COSMIC POWER

WATER
NORMAL
WATER
NORMAL
PSYCHIC

BATTLE 48: ROSNO COOLTRAINER ♀

SKIPLOOM ♀



ABILITY: CHLOROPHYLL
ITEM: MIRACLE SEED

POISONPOWDER
LEECH SEED
SYNTHESIS
MEGA DRAIN

GRASS-FLYING
POISON
GRASS
GRASS
GRASS

ODDISH ♂



ABILITY: CHLOROPHYLL
ITEM: LEFTOVERS

RAZOR LEAF
GIGA DRAIN
CUT
PETAL DANCE

GRASS-POISON
GRASS
GRASS
NORMAL
GRASS

BELLOSSOM ♀



ABILITY: CHLOROPHYLL
ITEM: FIGY BERRY

SWEET SCENT
ACID
POISONPOWDER
PETAL DANCE

GRASS
NORMAL
POISON
GRASS
GRASS

CHIKORITA ♂



ABILITY: OVERGROW
ITEM: CITRUS BERRY

RAZOR LEAF
SAFEGUARD
BODY SLAM
SOLARBEAM

GRASS
GRASS
NORMAL
NORMAL
GRASS

LOMBRE ♀



ABILITY: RAIN DISH
ITEM: AGUAV BERRY

NATURE POWER
FAKE OUT
GIGA DRAIN
UPROAR

WATER-GRASS
NORMAL
NORMAL
GRASS
NORMAL

CACNEA ♂



ABILITY: SAND VEIL
ITEM: WHITE HERB

TOXIC
FAINT ATTACK
INGRAIN
NEEDLE ARM

GRASS
POISON
DARK
GRASS
GRASS

BATTLE 49: MANDEV CHASER ♂

DELIBIRD ♀



ABILITY: VITAL SPIRIT
ITEM: AGUAV BERRY

PRESENT
AURORA BEAM
THIEF
AERIAL ACE

ICE-FLYING
NORMAL
ICE
DARK
FLYING

FLAUFFY ♀



ABILITY: STATIC
ITEM: LAX INCENSE

GROWL
SHOCK WAVE
LIGHT SCREEN
BODY SLAM

ELECTRIC
NORMAL
ELECTRIC
ELECTRIC
NORMAL

SPOINK ♂



ABILITY: THICK FAT
ITEM: CHESTO BERRY

ODOR SLEUTH
REST
PSYBEAM
BOUNCE

PSYCHIC
NORMAL
PSYCHIC
PSYCHIC
FLYING

SWABLU ♀



ABILITY: NATURAL CURE
ITEM: AGUAV BERRY

PURSUIT
MIRROR MOVE
TAKE DOWN
PERISH SONG

NORMAL-FLYING
DARK
FLYING
NORMAL
NORMAL

TENTACOO ♂



ABILITY: CLEAR BODY
ITEM: ORAN BERRY

CONFUSE RAY
BUBBLEBEAM
WRAP
BARRIER

WATER-POISON
GHOST
WATER
NORMAL
PSYCHIC

NUMEL ♂



ABILITY: OBLIVIOUS
ITEM: MAGO BERRY

AMNESIA
MAGNITUDE
STOMP
EMBER

FIRE-GROUND
PSYCHIC
GROUND
NORMAL
FIRE

BATTLE 50: CRYAL AREA LEADER ♂

BAYLEEF ♂



ABILITY: OVERGROW
ITEM: LEFTOVERS

RAZOR LEAF
SYNTHESIS
BODY SLAM
GIGA DRAIN

GRASS
GRASS
GRASS
NORMAL
GRASS

QUILAVA ♂



ABILITY: BLAZE
ITEM: PERSIM BERRY

SMOKESCREEN
FLAME WHEEL
SWIFT
THRASH

FIRE
NORMAL
FIRE
NORMAL
NORMAL

CROCONAW ♂



ABILITY: TORRENT
ITEM: AGUAV BERRY

BITE
WATERFALL
SLASH
SCARY FACE

WATER
DARK
WATER
NORMAL
NORMAL

MURKROW ♀



ABILITY: INSOMNIA
ITEM: LUM BERRY

MIRROR MOVE
FAINT ATTACK
NIGHT SHADE
TAUNT

DARK-FLYING
FLYING
DARK
GHOST
DARK

MEDICHAM ♀



ABILITY: PURE POWER
ITEM: BLACK BELT

CONFUSION
MEDITATE
THUNDERPUNCH
HI JUMP KICK

FIGHTING-PSYCHIC
PSYCHIC
PSYCHIC
ELECTRIC
FIGHTING

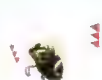
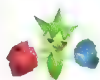
SEALEO ♀



ABILITY: THICK FAT
ITEM: NEVERMELTICE

BODY SLAM
REST
AURORA BEAM
SNORE

ICE-WATER
NORMAL
PSYCHIC
ICE
NORMAL

AREA 6 POKé COUPON: 1,600 points**BATTLE 51: DEMIT WORKER ♂****MASQUERAIN ♀**ABILITY: INTIMIDATE
ITEM: SILVER POWDERBUG-FLYING
AGILITY
SILVER WIND
QUICK ATTACK
WATER SPORT
PSYCHIC
BUG
NORMAL
WATER**NINJASK ♂**ABILITY: SPEED BOOST
ITEM: BRIGHT POWDERBUG-FLYING
SWORDS DANCE
LEECH LIFE
SCREECH
MUD-SLAP
NORMAL
BUG
NORMAL
GROUND**ZANGOOSE ♀**ABILITY: IMMUNITY
ITEM: KING'S ROCKQUICK ATTACK
PURSUIT
SLASH
TAUNT
NORMAL
DARK
NORMAL
DARK**SWALLOW ♂**ABILITY: GUTS
ITEM: SHARP BEAKNORMAL-FLYING
AGILITY
AERIAL ACE
QUICK ATTACK
MIRROR MOVE
PSYCHIC
FLYING
NORMAL
FLYING**GIRAFARIG ♀**ABILITY: EARLY BIRD
ITEM: SILK SCARFNORMAL-PSYCHIC
AGILITY
PSYBEAM
STOMP
CRUNCH
PSYCHIC
PSYCHIC
NORMAL
DARK**GOLBAT ♂**ABILITY: INNER FOCUS
ITEM: BLACKGLASSESPOISON-FLYING
QUICK ATTACK
PURSUIT
AIR CUTTER
POISON FANG
NORMAL
DARK
FLYING
POISON**BATTLE 52: LIREL ST. PERFORMER ♀****NUZLEAF ♂**ABILITY: EARLY BIRD
ITEM: -GRASS-DARK
FAKE OUT
SWAGGER
THIEF
FAINT ATTACK
NORMAL
NORMAL
DARK
DARK**LOUDRED ♀**ABILITY: SOUNDPROOF
ITEM: CITRUS BERRYNORMAL
SUPERSONIC
HOWL
SCREECH
STOMP
NORMAL
NORMAL
NORMAL
NORMAL**DELICATY ♀**ABILITY: CUTE CHARM
ITEM: WHITE HERBNORMAL
ATTRACT
CHARM
TOXIC
FAINT ATTACK
NORMAL
NORMAL
POISON
DARK**ROSELIA ♂**ABILITY: NATURAL CURE
ITEM: BRIGHT POWDERGRASS-POISON
LEECH SEED
GRASSWHISTLE
MAGICAL LEAF
SYNTHESIS
GRASS
GRASS
GRASS
GRASS**SHARPEDO ♂**ABILITY: ROUGH SKIN
ITEM: SCOPE LENSWATER-DARK
TAUNT
BITE
SCARY FACE
SLASH
DARK
DARK
NORMAL
NORMAL**GRUMPIG ♀**ABILITY: OWN TEMPO
ITEM: CHESTO BERRYPSYCHIC
CONFUSE RAY
FLASH
PSYWAVE
REST
GHOST
NORMAL
PSYCHIC
PSYCHIC**BATTLE 53: CRAG BANDANA GUY ♂****TOGETIC ♂**ABILITY: SERENE GRACE
ITEM: WIKI BERRYNORMAL-FLYING
METRONOME
YAWN
ENCORE
DOUBLE-EDGE
NORMAL
NORMAL
NORMAL
NORMAL**MAGCARGO ♀**ABILITY: MAGMA ARMOR
ITEM: QUICK CLAWFIRE-ROCK
SMOG
AMNESIA
EMBER
ROCK SLIDE
POISON
PSYCHIC
FIRE
ROCK**AZUMARILL ♀**ABILITY: HUGE POWER
ITEM: SEA INCENSEWATER
DEFENSE CURL
BUBBLEBEAM
ROLLOUT
RAIN DANCE
NORMAL
WATER
ROCK
WATER**SUDOWOODO ♂**ABILITY: STURDY
ITEM: LAX INCENSEROCK
MIMIC
FAINT ATTACK
LOW KICK
BLOCK
NORMAL
DARK
FIGHTING
NORMAL**MASQUERAIN ♀**ABILITY: INTIMIDATE
ITEM: SILVER POWDERBUG-FLYING
SWEET SCENT
STUN SPORE
GUST
SILVER WIND
NORMAL
GRASS
FLYING
BUG**PUPITAR ♂**ABILITY: SHED SKIN
ITEM: PERSIM BERRYROCK-GROUND
SANDSTORM
OUTRAGE
SCARY FACE
CRUNCH
ROCK
DRAGON
NORMAL
DARK**BATTLE 54: RENE LADY ♀****FURRET ♂**ABILITY: KEEN EYE
ITEM: CHESTO BERRYNORMAL
DEFENSE CURL
REST
QUICK ATTACK
SLASH
NORMAL
PSYCHIC
NORMAL
NORMAL**DUNSPARCE ♀**ABILITY: SERENE GRACE
ITEM: SILK SCARFNORMAL
YAWN
HEADBUTT
GLARE
ENDEAVOR
NORMAL
NORMAL
NORMAL
NORMAL**LINOONE ♂**ABILITY: PICKUP
ITEM: CITRUS BERRYNORMAL
SAND-ATTACK
COVET
MUD SPORT
SLASH
GROUND
NORMAL
GROUND
NORMAL**WIGGLYTUFF ♀**ABILITY: CUTE CHARM
ITEM: IAPAPA BERRYNORMAL
SING
BODY SLAM
DOUBLESAP
MIMIC
NORMAL
NORMAL
NORMAL
NORMAL**VIGOROTH ♂**ABILITY: VITAL SPIRIT
ITEM: FOCUS BANDNORMAL
FOCUS ENERGY
SLASH
ENDURE
COUNTER
NORMAL
NORMAL
NORMAL
FIGHTING**KECLEON ♀**ABILITY: COLOR CHANGE
ITEM: MAGO BERRYNORMAL
THIEF
SLASH
PSYBEAM
BIND
DARK
NORMAL
PSYCHIC
NORMAL**BATTLE 55: GULOR ATHLETE ♂****CASTFORM ♀**ABILITY: FORECAST
ITEM: MYSTIC WATERNORMAL
RAIN DANCE
SHOCK WAVE
WEATHER BALL
FACADE
WATER
ELECTRIC
NORMAL
NORMAL**NATU ♀**ABILITY: SYNCHRONIZE
ITEM: MAGO BERRYPSYCHIC-FLYING
AERIAL ACE
NIGHT SHADE
WISH
CONFUSE RAY
FLYING
GHOST
NORMAL
GHOST**WAILMER ♀**ABILITY: OBLIVIOUS
ITEM: IAPAPA BERRYWATER
ROLLOUT
MIST
WATER PULSE
GROWL
ROCK
ICE
WATER
NORMAL**METANG**ABILITY: CLEAR BODY
ITEM: METAL COATSTEEL-PSYCHIC
CONFUSION
PURSUIT
METAL CLAW
IRON DEFENSE
PSYCHIC
DARK
STEEL
STEEL**SHELGON ♂**ABILITY: ROCK HEAD
ITEM: LUM BERRYDRAGON
BITE
DRAGONBREATH
EMBER
SCARY FACE
DARK
DRAGON
FIRE
NORMAL**MIGHTYENA ♂**ABILITY: INTIMIDATE
ITEM: LIECHI BERRYDARK
HOWL
ROAR
BITE
TAKE DOWN
NORMAL
NORMAL
DARK
NORMAL

BATTLE 56: AMELL LADY IN SUIT ♀

SUNFLORA ♀



ABILITY: CHLOROPHYLL
ITEM: MAGO BERRY

GROWTH
INGRAIN
RAZOR LEAF
ENDEAVOR

GRASS
NORMAL
GRASS
GRASS
NORMAL

QUAGSIRE ♂



ABILITY: WATER ABSORB
ITEM: CITRUS BERRY

ANCIENTPOWER
SLAM
TAIL WHIP
MUD SHOT

WATER-GROUND
ROCK
NORMAL
NORMAL
GROUND

GLIGAR ♂



ABILITY: HYPER CUTTER
ITEM: AGUAV BERRY

WING ATTACK
QUICK ATTACK
SAND-ATTACK
SLASH

GROUND-FLYING
FLYING
NORMAL
GROUND
NORMAL

SNEASEL ♀



ABILITY: INNER FOCUS
ITEM: WHITE HERB

TAUNT
ICY WIND
FAINT ATTACK
SPITE

DARK-ICE
DARK
ICE
DARK
GHOST

QWILFISH ♀



ABILITY: POISON POINT
ITEM: SEA INCENSE

BUBBLEBEAM
MINIMIZE
SPIKES
TAKE DOWN

WATER-POISON
WATER
NORMAL
GROUND
NORMAL

NOCTOWL ♂



ABILITY: INSOMNIA
ITEM: SHARP BEAK

FORESIGHT
CONFUSION
HYPNOSIS
AERIAL ACE

NORMAL-FLYING
NORMAL
PSYCHIC
PSYCHIC
FLYING

BATTLE 57: VIUM RIDER ♀

PELIPPER ♀



ABILITY: KEEN EYE
ITEM: BRIGHT POWDER

WING ATTACK
SWALLOW
STOCKPILE
SPIT UP

WATER-FLYING
FLYING
NORMAL
NORMAL
NORMAL

LAIRON ♂



ABILITY: STURDY
ITEM: IAPAPA BERRY

HARDEN
METAL CLAW
MUD-SLAP
TAKE DOWN

STEEL-ROCK
NORMAL
STEEL
GROUND
NORMAL

DUSCLOPS ♂



ABILITY: PRESSURE
ITEM: SPELL TAG

DISABLE
SHADOW PUNCH
CONFUSE RAY
WILL-O-WISP

GHOST
NORMAL
GHOST
GHOST
FIRE

FORRETRESS ♀



ABILITY: STURDY
ITEM: LEFTOVERS

SWIFT
DIG
PROTECT
SANDSTORM

BUG-STEEL
NORMAL
GROUND
NORMAL
ROCK

SANDSLASH ♀



ABILITY: SAND VEIL
ITEM: QUICK CLAW

DEFENSE CURL
SLASH
SAND-ATTACK
ROCK SLIDE

GROUND
NORMAL
NORMAL
GROUND
ROCK

SKARMORY ♂



ABILITY: KEEN EYE
ITEM: CITRUS BERRY

SWIFT
AIR CUTTER
AGILITY
METAL SOUND

STEEL-FLYING
NORMAL
FLYING
PSYCHIC
STEEL

BATTLE 58: BIDIX ROLLER BOY ♂

LUNATONE



ABILITY: LEVITATE
ITEM: SHELL BELL

CONFUSION
PSYWAVE
ROCK THROW
COSMIC POWER

ROCK-PSYCHIC
PSYCHIC
PSYCHIC
ROCK
PSYCHIC

JUMPLUFF ♀



ABILITY: CHLOROPHYLL
ITEM: MIRACLE SEED

REFLECT
SLEEP POWDER
SYNTHESIS
GIGA DRAIN

GRASS-FLYING
PSYCHIC
GRASS
GRASS
GRASS

SOLROCK



ABILITY: LEVITATE
ITEM: ORAN BERRY

CONFUSION
COSMIC POWER
FIRE SPIN
ROCK THROW

ROCK-PSYCHIC
PSYCHIC
PSYCHIC
FIRE
ROCK

SEADRA ♂



ABILITY: POISON POINT
ITEM: AGUAV BERRY

TWISTER
LEER
AURORA BEAM
AGILITY

WATER
DRAGON
NORMAL
ICE
PSYCHIC

MISDREAVUS ♀



ABILITY: LEVITATE
ITEM: CITRUS BERRY

SPITE
PAIN SPLIT
PSYBEAM
PERISH SONG

GHOST
GHOST
NORMAL
PSYCHIC
NORMAL

SEAKING ♂



ABILITY: WATER VEIL
ITEM: BRIGHT POWDER

TAIL WHIP
HORN ATTACK
WATER SPORT
PSYBEAM

WATER
NORMAL
NORMAL
WATER
PSYCHIC

BATTLE 59: NANOT RESEARCHER ♂

MANECTRIC ♀



ABILITY: LIGHTNINGROD
ITEM: FIGY BERRY

CHARGE
SPARK
QUICK ATTACK
HEADBUTT

ELECTRIC
ELECTRIC
ELECTRIC
NORMAL
NORMAL

CACTURNE ♀



ABILITY: SAND VEIL
ITEM: BRIGHT POWDER

POISON STING
NEEDLE ARM
FAINT ATTACK
COTTON SPORE

GRASS-DARK
GRASS
GRASS
DARK
GRASS

PILOSWINE ♀



ABILITY: OBLIVIOUS
ITEM: NEVERMELTICE

BITE
POWDER SNOW
HORN ATTACK
MIST

ICE-GROUND
DARK
ICE
NORMAL
ICE

SEVIPER ♂



ABILITY: SHED SKIN
ITEM: LAX INCENSE

WRAP
POISON FANG
BITE
HAZE

POISON
NORMAL
POISON
DARK
ICE

BRELOOM ♀



ABILITY: EFFECT SPORE
ITEM: SHELL BELL

STUN SPORE
HEADBUTT
LEECH SEED
CHARM

GRASS-FIGHTING
GRASS
NORMAL
GRASS
NORMAL

SMEARGLE ♀



ABILITY: OWN TEMPO
ITEM: LEFTOVERS

SKETCH
ASSIST
MIRROR MOVE
METRONOME

NORMAL
NORMAL
FLYING
NORMAL
NORMAL

BATTLE 60: GLYDIN AREA LEADER ♀

SNEASEL ♀



ABILITY: KEEN EYE
ITEM: SCOPE LENS

FAINT ATTACK
METAL CLAW
SLASH
HIDDEN POWER

DARK-ICE
DARK
STEEL
NORMAL
NORMAL

SHARPEDO ♂



ABILITY: ROUGH SKIN
ITEM: FOCUS BAND

BITE
SLASH
WATER PULSE
HIDDEN POWER

WATER-DARK
DARK
NORMAL
WATER
NORMAL

SEADRA ♀



ABILITY: POISON POINT
ITEM: LEFTOVERS

WATER PULSE
FACADE
AURORA BEAM
HIDDEN POWER

WATER
WATER
NORMAL
ICE
NORMAL

GOLBAT ♂



ABILITY: INNER FOCUS
ITEM: BRIGHT POWDER

WING ATTACK
GIGA DRAIN
BITE
HIDDEN POWER

POISON-FLYING
FLYING
GRASS
DARK
NORMAL

HITMONTOP ♂



ABILITY: INTIMIDATE
ITEM: KING'S ROCK

ROLLING KICK
STRENGTH
DIG
HIDDEN POWER

FIGHTING
FIGHTING
NORMAL
GROUND
NORMAL

GIRAFARIG ♀



ABILITY: EARLY BIRD
ITEM: LAX INCENSE

STOMP
SHADOW BALL
PSYBEAM
HIDDEN POWER

NORMAL-PSYCHIC
NORMAL
GHOST
PSYCHIC
NORMAL



AREA 7 POKé COUPON: 1,800 points

BATTLE 61: BENIT RICH BOY ♂

NINJASK ♀

ABILITY: SPEED BOOST ITEM: AGUAV BERRY	HARDEN SWORDS DANCE SAND-ATTACK SLASH	BUG-FLYING NORMAL NORMAL GROUND NORMAL
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MANTINE ♂

ABILITY: WATER ABSORB ITEM: IAPAPA BERRY	MUD SPORT WING ATTACK AGILITY WATER PULSE	WATER-FLYING GROUND FLYING PSYCHIC WATER
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DODRIO ♂

ABILITY: EARLY BIRD ITEM: WHITE HERB	AERIAL ACE FURY ATTACK PURSUIT UPROAR	NORMAL-FLYING FLYING NORMAL DARK NORMAL
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XATU ♂

ABILITY: SYNCHRONIZE ITEM: MAGO BERRY	STEEL WING FUTURE SIGHT WISH CONFUSE RAY	PSYCHIC-FLYING STEEL PSYCHIC NORMAL GHOST
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TROPIUS ♀

ABILITY: CHLOROPHYLL ITEM: LEFTOVERS	GROWTH MAGICAL LEAF STOMP SYNTHESIS	GRASS-FLYING NORMAL GRASS NORMAL GRASS
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SALAMENCE ♀

ABILITY: INTIMIDATE ITEM: SHELL BELL	TWISTER HEADBUTT BITE EMBER	DRAGON-FLYING DRAGON NORMAL DARK FIRE
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BATTLE 62: HELMIN BODYBUILDER ♀

CAMERUPT ♂

ABILITY: MAGMA ARMOR ITEM: IAPAPA BERRY	FLAMETHROWER AMNESIA STOMP ROCK SLIDE	FIRE-GROUND FIRE PSYCHIC NORMAL ROCK
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SWALOT ♂

ABILITY: STICKY HOLD ITEM: SHELL BELL	YAWN BODY SLAM SLUDGE ACID ARMOR	POISON NORMAL NORMAL POISON POISON
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LANTURN ♀

ABILITY: VOLT ABSORB ITEM: LUM BERRY	FLAIL CONFUSE RAY SPARK SURF	WATER-ELECTRIC NORMAL GHOST ELECTRIC WATER
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ABSOL ♀

ABILITY: PRESSURE ITEM: SCOPE LENS	SLASH BITE TAUNT DOUBLE TEAM	DARK NORMAL DARK DARK NORMAL
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VILEPLUME ♀

ABILITY: CHLOROPHYLL ITEM: PERSIM BERRY	STUN SPORE SECRET POWER AROMATHERAPY PETAL DANCE	GRASS-POISON GRASS NORMAL GRASS GRASS
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STANTLER ♀

ABILITY: INTIMIDATE ITEM: BRIGHT POWDER	ASTONISH STOMP HYPNOSIS EXTRASENSORY	NORMAL GHOST NORMAL PSYCHIC PSYCHIC
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BATTLE 63: ROGIN RIDER ♂

WHISCASH ♀

ABILITY: OBLIVIOUS ITEM: SITRUS BERRY	SPARK SNORE REST FUTURE SIGHT	WATER-GROUND ELECTRIC NORMAL PSYCHIC PSYCHIC
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OCTILLERY ♂

ABILITY: SUCTION CUPS ITEM: MENTAL HERB	CONSTRUCT OCTAZOOKA PSYBEAM FOCUS ENERGY	WATER NORMAL WATER PSYCHIC NORMAL
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CRAWDAUNT ♂

ABILITY: SHELL ARMOR ITEM: MAGO BERRY	HARDEN BUBBLEBEAM VICEGRIP KNOCK OFF	WATER-DARK NORMAL WATER NORMAL DARK
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HUNTAIL ♀

ABILITY: SWIFT SWIM ITEM: WHITE HERB	WHIRLPOOL SCREECH BITE WATER PULSE	WATER WATER NORMAL DARK WATER
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LUDICOLO ♀

ABILITY: RAIN DISH ITEM: LEFTOVERS	RAZOR LEAF RAIN DANCE SWEET SCENT NATURE POWER	WATER-GRASS GRASS WATER NORMAL NORMAL
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RELICANTH ♂

ABILITY: ROCK HEAD ITEM: AGUAV BERRY	HARDEN MUD SPORT ROCK TOMB TAKE DOWN	WATER-ROCK NORMAL GROUND ROCK NORMAL
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BATTLE 64: CEWAN HUNTER ♀

GRUMPIG ♀

ABILITY: THICK FAT ITEM: LUM BERRY	EXTRASENSORY CONFUSE RAY BOUNCE MAGIC COAT	PSYCHIC PSYCHIC GHOST FLYING PSYCHIC
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BANETTE ♂

ABILITY: INSOMNIA ITEM: SITRUS BERRY	CURSE WILL-O-WISP SPITE NIGHT SHADE	GHOST ? FIRE GHOST GHOST
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HARIYAMA ♂

ABILITY: GUTS ITEM: FOCUS BAND	FAKE OUT SURF SMELLINGSALT KNOCK OFF	FIGHTING NORMAL WATER NORMAL DARK
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TORKOAL ♂

ABILITY: WHITE SMOKE ITEM: LAX INCENSE	ERUPTION AMNESIA BODY SLAM FLAIL	FIRE FIRE PSYCHIC NORMAL NORMAL
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GRANBULL ♀

ABILITY: INTIMIDATE ITEM: WIKI BERRY	SCARY FACE RAGE BITE STRENGTH	NORMAL NORMAL NORMAL DARK NORMAL
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RAICHU ♂

ABILITY: STATIC ITEM: SHELL BELL	SLAM THUNDER TAIL WHIP ATTRACT	ELECTRIC NORMAL ELECTRIC NORMAL NORMAL
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BATTLE 65: PERSTIN FUN OLD LADY ♀

SHIFTRY ♂

ABILITY: EARLY BIRD ITEM: SCOPE LENS	GROWTH EXTRASENSORY FAINT ATTACK NATURE POWER	GRASS-DARK NORMAL PSYCHIC DARK NORMAL
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TENTACRUEL ♂

ABILITY: CLEAR BODY ITEM: MYSTIC WATER	CONFUSE RAY SURF ACID BARRIER	WATER-POISON GHOST WATER POISON PSYCHIC
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ELECTRODE

ABILITY: SOUNDPROOF ITEM: MAGNET	TORMENT ROLLOUT SPARK SWIFT	ELECTRIC DARK ROCK ELECTRIC NORMAL
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GOLEM ♀

ABILITY: STURDY ITEM: LUM BERRY	DEFENSE CURL ROLLOUT BRICK BREAK MAGNITUDE	ROCK-GROUND NORMAL ROCK FIGHTING GROUND
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


EXPLOUD ♂

ABILITY: SOUNDPROOF ITEM: IAPAPA BERRY	UPROAR SUPERSONIC ROAR FIRE BLAST	NORMAL NORMAL NORMAL NORMAL FIRE
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GLALIE ♂

ABILITY: INNER FOCUS ITEM: NEVERMELTICE	DOUBLE TEAM ICY WIND BITE HAIL	ICE NORMAL ICE DARK ICE
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BATTLE 66: DAZON COOLTRAINER ♂

BELLOSSOM ♀  ABILITY: CHLOROPHYLL ITEM: MIRACLE SEED	MOONLIGHT STUN SPORE MAGICAL LEAF SLUDGE BOMB	GRASS NORMAL GRASS GRASS POISON	RHYDON ♂  ABILITY: ROCK HEAD ITEM: LUM BERRY	SCARY FACE TAIL WHIP FURY ATTACK ROCK BLAST	GROUND-ROCK NORMAL NORMAL NORMAL ROCK	GOREBYSS ♂  ABILITY: SWIFT SWIM ITEM: AGUAV BERRY	IRON DEFENSE AGILITY CONFUSION SURF	WATER STEEL PSYCHIC PSYCHIC WATER
WEEZING ♀  ABILITY: LEVITATE ITEM: LEFTOVERS	PSYWAVE TOXIC HAZE SLUDGE	POISON PSYCHIC POISON ICE POISON	MAGNETON  ABILITY: MAGNET PULL ITEM: MAGNET	METAL SOUND ROCK TOMB SPARK SWIFT SCREECH	ELECTRIC-STEEL STEEL ELECTRIC NORMAL NORMAL	ALAKAZAM ♂  ABILITY: SYNCHRONIZE ITEM: TWISTED SPOON	KINESIS RECOVER PSYBEAM IRON TAIL	PSYCHIC PSYCHIC NORMAL PSYCHIC STEEL







BATTLE 67: ZIALE ATHLETE ♀

CRADILY ♂  ABILITY: SUCTION CUPS ITEM: LAX INCENSE	TOXIC INGRAIN CONSTRICT ANCIENTPOWER	ROCK-GRASS POISON GRASS NORMAL ROCK	PINSIR ♀  ABILITY: HYPER CUTTER ITEM: SHELL BELL	FOCUS ENERGY ROCK TOMB GUILLOTINE SUBMISSION	BUG NORMAL ROCK NORMAL FIGHTING	ARMALDO ♂  ABILITY: BATTLE ARMOR ITEM: AGUAV BERRY	ROCK BLAST METAL CLAW WATER PULSE FURY CUTTER	ROCK-BUG ROCK STEEL WATER BUG
MILTANK ♀  ABILITY: THICK FAT ITEM: LUM BERRY	REVERSAL MILK DRINK STOMP ROLLOUT	NORMAL FIGHTING NORMAL NORMAL ROCK	CLAYDOL  ABILITY: LEVITATE ITEM: BRIGHT POWDER	PSYBEAM MUD-SLAP LIGHT SCREEN ROCK TOMB	GROUND-PSYCHIC PSYCHIC GROUND PSYCHIC ROCK	WAILORD ♀  ABILITY: OBLIVIOUS ITEM: LIECHI BERRY	AMNESIA SNORE WATER PULSE REST	WATER PSYCHIC NORMAL WATER PSYCHIC




BATTLE 68: CORVIN HUNTER ♂

DONPHAN ♀  ABILITY: STURDY ITEM: MENTAL HERB	HORN ATTACK IRON TAIL ANCIENTPOWER RAPID SPIN	GROUND NORMAL STEEL ROCK NORMAL	GOLDUCK ♂  ABILITY: DAMP ITEM: LUM BERRY	PSYBEAM SCREECH WATERFALL FURY SWIPES	WATER PSYCHIC NORMAL WATER NORMAL	ZANGOOSE ♂  ABILITY: IMMUNITY ITEM: LIECHI BERRY	DOUBLE KICK FURY CUTTER GIGA DRAIN SLASH	NORMAL FIGHTING BUG GRASS NORMAL
AMPHAROS ♀  ABILITY: STATIC ITEM: SITRUS BERRY	FRUSTRATION THUNDERPUNCH THUNDER WAVE LIGHT SCREEN	ELECTRIC NORMAL ELECTRIC ELECTRIC PSYCHIC	HERACROSS ♂  ABILITY: SWARM ITEM: SCOPE LENS	THIEF BRICK BREAK HORN ATTACK COUNTER	BUG-FIGHTING DARK FIGHTING NORMAL FIGHTING	HOONDOOM ♂  ABILITY: FLASH FIRE ITEM: IAPAPA BERRY	WILL-O-WISP EMBER COUNTER FAINT ATTACK	DARK-FIRE FIRE FIRE FIGHTING DARK

BATTLE 69: DUNOR GLASSES MAN ♂

MUK ♀  ABILITY: STICKY HOLD ITEM: POISON BARB	SHADOW PUNCH MINIMIZE SLUDGE ACID ARMOR	POISON GHOST NORMAL POISON POISON	SHARPEDO ♂  ABILITY: ROUGH SKIN ITEM: PERSIM BERRY	DIVE SWAGGER BITE SLASH	WATER-DARK WATER NORMAL DARK NORMAL	NINETALES ♀  ABILITY: FLASH FIRE ITEM: QUICK CLAW	WILL-O-WISP FIRE SPIN CONFUSE RAY ATTRACT	FIRE FIRE FIRE GHOST NORMAL
PORYGON2  ABILITY: TRACE ITEM: SITRUS BERRY	LOCK-ON TRI ATTACK ZAP CANNON RECYCLE	NORMAL NORMAL NORMAL ELECTRIC NORMAL	MACHAMP ♂  ABILITY: GUTS ITEM: IAPAPA BERRY	FACADE FORESIGHT FOCUS ENERGY DYNAMICPUNCH	FIGHTING NORMAL NORMAL NORMAL FIGHTING	GARDEVOIR ♀  ABILITY: SYNCHRONIZE ITEM: WHITE HERB	CALM MIND HYPNOSIS DREAM EATER SHOCK WAVE	PSYCHIC PSYCHIC PSYCHIC PSYCHIC ELECTRIC

BATTLE 70: VARIO AREA LEADER ♂

SLAKING ♀  ABILITY: TRUANT ITEM: LUM BERRY	BODY SLAM COUNTER FAINT ATTACK SLACK OFF	NORMAL NORMAL FIGHTING DARK NORMAL	GYARADOS ♂  ABILITY: INTIMIDATE ITEM: PERSIM BERRY	THRASH DRAGON DANCE BITE WATERFALL	WATER-FLYING NORMAL DRAGON DARK WATER	AGGRON ♂  ABILITY: STURDY ITEM: METAL COAT	METAL CLAW ROAR IRON DEFENSE TAKE DOWN	STEEL-ROCK STEEL NORMAL STEEL NORMAL
WALREIN ♂  ABILITY: THICK FAT ITEM: LEFTOVERS	BODY SLAM HAIL AURORA BEAM WATER PULSE	ICE-WATER NORMAL ICE ICE WATER	MANECTRIC ♀  ABILITY: STATIC ITEM: SCOPE LENS	QUICK ATTACK BITE SPARK IRON TAIL	ELECTRIC NORMAL DARK ELECTRIC STEEL	CACTURNE ♀  ABILITY: SAND VEIL ITEM: BRIGHT POWDER	SANDSTORM FAINT ATTACK LEECH SEED NEEDLE ARM	GRASS-DARK ROCK DARK GRASS GRASS

AREA 8 POKé COUPON: 2,000 points

BATTLE 71: LISOT TEACHER ♀

KINGDRA ♂

WATER-DRAGON


ABILITY: SWIFT SWIM
ITEM: SCOPE LENS

WATER GUN
DRAGON DANCE
TWISTER
HYPER BEAM

WATER
DRAGON
DRAGON
NORMAL

MUK ♀

POISON


ABILITY: STICKY HOLD
ITEM: FOCUS BAND

DISABLE
ACID ARMOR
SLUDGE
FOCUS PUNCH

NORMAL
POISON
POISON
FIGHTING

HERACROSS ♂

BUG-FIGHTING


ABILITY: SWARM
ITEM: CITRUS BERRY

HORN ATTACK
COUNTER
BRICK BREAK
ROCK TOMB

NORMAL
FIGHTING
FIGHTING
ROCK

SHIFTRY ♀

GRASS-DARK


ABILITY: CHLOROPHYLL
ITEM: PERSIM BERRY

TORMENT
RAZOR WIND
FAINT ATTACK
SWAGGER

DARK
NORMAL
DARK
NORMAL

ALAKAZAM ♀

PSYCHIC


ABILITY: SYNCHRONIZE
ITEM: CHOICE BAND

PSYBEAM
TAUNT
TRICK
TORMENT

PSYCHIC
DARK
PSYCHIC
DARK

BRELOOM ♀

GRASS-FIGHTING


ABILITY: EFFECT SPORE
ITEM: MIRACLE SEED

LEECH SEED
SPORE
GIGA DRAIN
MACH PUNCH

GRASS
GRASS
GRASS
FIGHTING

BATTLE 72: FAUL CHASER ♂

MILOTIC ♀

WATER


ABILITY: MARVEL SCALE
ITEM: MENTAL HERB

WATER PULSE
ATTRACT
TWISTER
SAFEGUARD

WATER
NORMAL
DRAGON
NORMAL

HOUNDOOM ♂

DARK-FIRE


ABILITY: FLASH FIRE
ITEM: CHARCOAL

EMBER
BITE
ROAR
SOLARBEAM

FIRE
DARK
NORMAL
GRASS

CLAYDOL

GROUND-PSYCHIC


ABILITY: LEVITATE
ITEM: CITRUS BERRY

RAPID SPIN
PSYBEAM
MUD-SLAP
SANDSTORM

NORMAL
PSYCHIC
GROUND
ROCK

STARMIE

WATER-PSYCHIC


ABILITY: ILLUMINATE
ITEM: WHITE HERB

SKILL SWAP
RECOVER
BUBBLEBEAM
SWIFT

PSYCHIC
NORMAL
WATER
NORMAL

MAGNETON

ELECTRIC-STEEL


ABILITY: MAGNET PULL
ITEM: RAWST BERRY

SUPERSONIC
LOCK-ON
SONICBOOM
ZAP CANNON

NORMAL
NORMAL
NORMAL
ELECTRIC

SEVIPER ♂

POISON


ABILITY: SHED SKIN
ITEM: FOCUS BAND

WRAP
POISON TAIL
CONSTRUCT
GLARE

NORMAL
POISON
DARK
NORMAL

BATTLE 73: GILLY COOLTRAINER ♀

MEGANIUM ♂

GRASS


ABILITY: OVERGROW
ITEM: QUICK CLAW

RAZOR LEAF
BODY SLAM
REFLECT
LIGHT SCREEN

GRASS
NORMAL
PSYCHIC
PSYCHIC

NINETALES ♀

FIRE


ABILITY: FLASH FIRE
ITEM: WIKI BERRY

CONFUSE RAY
HEAT WAVE
WILL-O-WISP
QUICK ATTACK

GHOST
FIRE
FIRE
NORMAL

WEEZING ♂

POISON


ABILITY: LEVITATE
ITEM: MENTAL HERB

POISON GAS
SMOKESCREEN
SLUDGE
HAZE

POISON
NORMAL
POISON
ICE

SANDSLASH ♀

GROUND


ABILITY: SAND VEIL
ITEM: BRIGHT POWDER

SANDSTORM
SLASH
POISON STING
DOUBLE TEAM

ROCK
NORMAL
POISON
NORMAL

GARDEVOIR ♂

PSYCHIC


ABILITY: TRACE
ITEM: WHITE HERB

FUTURE SIGHT
SHOCK WAVE
SHADOW BALL
SNATCH

PSYCHIC
ELECTRIC
GHOST
DARK

UMBREON ♂

DARK


ABILITY: SYNCHRONIZE
ITEM: LUM BERRY

FAINT ATTACK
SCREECH
MEAN LOOK
HYPER BEAM

DARK
NORMAL
NORMAL
NORMAL

BATTLE 74: CHIOD BODYBUILDER ♂

BLAZIKEN ♂

FIRE-FIGHTING


ABILITY: BLAZE
ITEM: SHARP BEAK

DOUBLE KICK
BLAZE KICK
PECK
MIRROR MOVE

FIGHTING
FIRE
FLYING
FLYING

WAILORD ♀

WATER


ABILITY: OBLIVIOUS
ITEM: HARD STONE

GROWL
DIVE
WHIRLPOOL
ROCK TOMB

NORMAL
WATER
WATER
ROCK

AMPHAROS ♂

ELECTRIC


ABILITY: STATIC
ITEM: SILK SCARF

TACKLE
THUNDERPUNCH
COTTON SPORE
LIGHT SCREEN

NORMAL
ELECTRIC
GRASS
PSYCHIC

GOLEM ♀

ROCK-GROUND


ABILITY: STURDY
ITEM: BLACK BELT

MUD SPORT
MAGNITUDE
ROCK BLAST
ROCK SMASH

GROUND
GROUND
ROCK
FIGHTING

BELLOSSOM ♂

GRASS


ABILITY: CHLOROPHYLL
ITEM: CHESTO BERRY

SUNNY DAY
MOONLIGHT
SOLARBEAM
MAGICAL LEAF

FIRE
NORMAL
GRASS
PSYCHIC

SKARMORY ♀

STEEL-FLYING


ABILITY: KEEN EYE
ITEM: RAWST BERRY

SKY ATTACK
SWIFT
SAND-ATTACK
STEEL WING

FLYING
NORMAL
GROUND
STEEL

BATTLE 75: MATON GUY ♂

FERALIGATR ♂

WATER


ABILITY: TORRENT
ITEM: SCOPE LENS

SCARY FACE
WATER PULSE
SLASH
THRASH

NORMAL
WATER
NORMAL
NORMAL

MACHAMP ♀

FIGHTING


ABILITY: GUTS
ITEM: FOCUS BAND

LOW KICK
BULK UP
VITAL THROW
FORESIGHT

FIGHTING
FIGHTING
FIGHTING
NORMAL

URSARING ♂

NORMAL


ABILITY: GUTS
ITEM: MENTAL HERB

LICK
FAKE TEARS
FURY SWIPES
FAINT ATTACK

GHOST
DARK
NORMAL
DARK

RHYDON ♀

GROUND-ROCK


ABILITY: ROCK HEAD
ITEM: APICOT BERRY

STOMP
TAKE DOWN
SCARY FACE
ROCK BLAST

NORMAL
NORMAL
NORMAL
ROCK

TORKOAL ♂

FIRE


ABILITY: WHITE SMOKE
ITEM: GANLON BERRY

FIRE SPIN
CURSE
BODY SLAM
SMOKESCREEN

FIRE
?
NORMAL
NORMAL

TROPIUS ♀







GRASS-FLYING


ABILITY: CHLOROPHYLL
ITEM: SALAC BERRY







GUST
SWEET SCENT
RAZOR LEAF
BODY SLAM

FLYING
NORMAL
GRASS
NORMAL







BATTLE 76: SIRKO ST. PERFORMER ♀

SCEPTILE ♂  ABILITY: OVERGROW ITEM: SHELL BELL	LEAF BLADE SCREECH DRAGONBREATH HYPER BEAM	GRASS GRASS NORMAL DRAGON NORMAL	ARMALDO ♂  ABILITY: BATTLE ARMOR ITEM: SCOPE LENS	METAL CLAW SLASH FURY CUTTER ROCK BLAST	ROCK-BUG STEEL NORMAL BUG ROCK	GRUMPIG ♂  ABILITY: OWN TEMPO ITEM: SHARP BEAK	PSYBEAM MAGIC COAT PSYCH UP BOUNCE	PSYCHIC PSYCHIC PSYCHIC NORMAL FLYING
EXPLOUD ♀  ABILITY: SOUNDPROOF ITEM: WHITE HERB	ASTONISH REST STOMP SLEEP TALK	NORMAL GHOST PSYCHIC NORMAL NORMAL	FORRETRESS ♀  ABILITY: STURDY ITEM: ASPEAR BERRY	RAPID SPIN TOXIC SPIKES PROTECT	BUG-STEEL NORMAL POISON GROUND NORMAL	GLALIE ♂  ABILITY: INNER FOCUS ITEM: MENTAL HERB	ICY WIND BITE HEADBUTT DOUBLE TEAM	ICE ICE DARK NORMAL NORMAL







BATTLE 77: ZALLA RIDER ♀

JIRACHI  ABILITY: SERENE GRACE ITEM: BRIGHT POWDER	DOOM DESIRE PSYCHIC COSMIC POWER WISH	STEEL-PSYCHIC STEEL PSYCHIC PSYCHIC NORMAL	ABSOL ♂  ABILITY: PRESSURE ITEM: SCOPE LENS	LEER RAZOR WIND QUICK ATTACK FUTURE SIGHT	DARK NORMAL NORMAL NORMAL PSYCHIC	FLYGON ♀  ABILITY: LEVITATE ITEM: SOFT SAND	BITE FLAMETHROWER SAND TOMB FLY	GROUND-DRAGON DARK FIRE GROUND FLYING
KIRLIA ♂  ABILITY: TRACE ITEM: LUM BERRY	DOUBLE TEAM DREAM EATER HYPNOSIS SECRET POWER	PSYCHIC NORMAL PSYCHIC PSYCHIC NORMAL	MIGHTYENA ♀  ABILITY: INTIMIDATE ITEM: SALAC BERRY	CRUNCH TAKE DOWN TAUNT ODOR SLEUTH	DARK DARK NORMAL DARK NORMAL	DUSCLOPS ♂  ABILITY: PRESSURE ITEM: WHITE HERB	NIGHT SHADE CONFUSE RAY ASTONISH HYPER BEAM	GHOST GHOST GHOST GHOST NORMAL







BATTLE 78: ORDO WORKER ♂

TYPHLOSION ♀  ABILITY: BLAZE ITEM: LUM BERRY	SMOKESCREEN SECRET POWER FLAME WHEEL DIG	FIRE NORMAL NORMAL FIRE GROUND	PINSIR ♂  ABILITY: HYPER CUTTER ITEM: PERSIM BERRY	FOCUS ENERGY REVENGE SEISMIC TOSS FOCUS PUNCH	BUG NORMAL FIGHTING FIGHTING FIGHTING	CRADILY ♀  ABILITY: SUCTION CUPS ITEM: WIKI BERRY	CONstrict INGRAIN ACID CONFUSE RAY	ROCK-GRASS NORMAL GRASS POISON GHOST
LUDICOLO ♂  ABILITY: RAIN DISH ITEM: -	FAKE OUT UPROAR THIEF RAIN DANCE	WATER-GRASS NORMAL NORMAL DARK WATER	XATU ♀  ABILITY: SYNCHRONIZE ITEM: CHESTO BERRY	NIGHT SHADE GIGA DRAIN FLY CONFUSE RAY	PSYCHIC-FLYING GHOST GRASS FLYING GHOST	LAIRON ♀  ABILITY: ROCK HEAD ITEM: SITRUS BERRY	METAL CLAW TAKE DOWN IRON DEFENSE METAL SOUND	STEEL-ROCK STEEL NORMAL STEEL STEEL

BATTLE 79: JODIN LADY IN SUIT ♀

SWAMPERT ♂  ABILITY: TORRENT ITEM: MENTAL HERB	MUD SHOT MUDDY WATER TAKE DOWN ENDEAVOR	WATER-GROUND GROUND WATER NORMAL NORMAL	DONPHAN ♀  ABILITY: STURDY ITEM: QUICK CLAW	FLAIL ROLLOUT FURY ATTACK RAPID SPIN	GROUND NORMAL ROCK NORMAL NORMAL	MILTANK ♀  ABILITY: THICK FAT ITEM: SHELL BELL	STOMP BIDE MILK DRINK WATER PULSE	NORMAL NORMAL NORMAL WATER
RAICHU ♂  ABILITY: STATIC ITEM: CHERI BERRY	SWEET KISS SLAM QUICK ATTACK THUNDER	ELECTRIC NORMAL NORMAL NORMAL ELECTRIC	BANETTE ♀  ABILITY: INSOMNIA ITEM: SCOPE LENS	NIGHT SHADE GRUDGE SNATCH FRUSTRATION	GHOST GHOST GHOST DARK NORMAL	PILOSWINE ♂  ABILITY: OBLIVIOUS ITEM: FOCUS BAND	TAKE DOWN MIST FURY ATTACK BLIZZARD	ICE-GROUND NORMAL ICE NORMAL ICE

BATTLE 80: DESSA AREA LEADER ♀

GROUDON  ABILITY: DROUGHT ITEM: KING'S ROCK	ANCIENTPOWER EARTHQUAKE SLASH FLAMETHROWER	GROUND ROCK GROUND NORMAL FIRE	CASTFORM ♂  ABILITY: FORECAST ITEM: MYSTIC WATER	SANDSTORM SECRET POWER FACADE WEATHER BALL	NORMAL ROCK NORMAL NORMAL NORMAL	SHUCKLE ♀  ABILITY: STURDY ITEM: LEFTOVERS	CONstrict ENCORE WITHDRAW SAFEGUARD	BUG-ROCK NORMAL NORMAL WATER NORMAL
ELECTRODE  ABILITY: SOUNDPROOF ITEM: PERSIM BERRY	SONICBOOM THUNDER SPARK SHOCK WAVE	ELECTRIC NORMAL ELECTRIC ELECTRIC ELECTRIC	JUMPLUFF ♂  ABILITY: CHLOROPHYLL ITEM: BRIGHT POWDER	SLEEP POWDER COTTON SPORE LEECH SEED GIGA DRAIN	GRASS-FLYING GRASS GRASS GRASS GRASS	SWALOT ♀  ABILITY: STICKY HOLD ITEM: IAPAPA BERRY	YAWN ENCORE SLUDGE SNATCH	POISON NORMAL NORMAL POISON DARK

AREA 9 POKé COUPON: 3,000 points

BATTLE 81: REMAN RESEARCHER ♂

CHIMECHO ♂	PSYCHIC
ABILITY: LEVITATE ITEM: WHITE HERB	PSYWAVE PSYCHIC HEAL BELL SHOCK WAVE ELECTRIC

WIGGLYTUFF ♀	NORMAL
ABILITY: CUTE CHARM ITEM: LEFTOVERS	DEFENSE CURL SING ROLLOUT DOUBLE-EDGE NORMAL

AZUMARILL ♂	WATER
ABILITY: HUGE POWER ITEM: FOCUS BAND	DEFENSE CURL HYDRO PUMP ROLLOUT ATTRACT NORMAL WATER ROCK NORMAL

QWILFISH ♀	WATER-POISON
ABILITY: SWIFT SWIM ITEM: SCOPE LENS	RAIN DANCE SLUDGE BOMB HYDRO PUMP TAKE DOWN WATER POISON WATER NORMAL

SUNFLORA ♂	GRASS
ABILITY: CHLOROPHYLL ITEM: PERSIM BERRY	GROWTH LEECH SEED PETAL DANCE FLASH NORMAL GRASS GRASS NORMAL

PELIPPER ♀	WATER-FLYING
ABILITY: KEEN EYE ITEM: KING'S ROCK	SUPERSONIC QUICK ATTACK WING ATTACK SURF NORMAL NORMAL FLYING WATER

BATTLE 82: FEEK BANDANA GUY ♂

METANG	STEEL-PSYCHIC
ABILITY: CLEAR BODY ITEM: BRIGHT POWDER	SCARY FACE PSYCHIC PURSUIT METEOR MASH NORMAL PSYCHIC DARK STEEL

SEALEO ♂	ICE-WATER
ABILITY: THICK FAT ITEM: SITRUS BERRY	ENCORE BLIZZARD ICE BALL SURF NORMAL ICE ICE WATER

FURRET ♀	NORMAL
ABILITY: KEEN EYE ITEM: CHOICE BAND	QUICK ATTACK DOUBLE-EDGE SHADOW BALL TRICK NORMAL NORMAL GHOST PSYCHIC

SUDOWOODO ♀	ROCK
ABILITY: STURDY ITEM: QUICK CLAW	FLAIL ROCK SLIDE LOW KICK FAINT ATTACK NORMAL ROCK FIGHTING DARK

PILOSWINE ♂	ICE-GROUND
ABILITY: OBLIVIOUS ITEM: SALAC BERRY	ENDURE BLIZZARD MIST EARTHQUAKE NORMAL ICE ICE GROUND

MEDICHAM ♂	FIGHTING-PSYCHIC
ABILITY: PURE POWER ITEM: WHITE HERB	ICE PUNCH PSYCHIC HI JUMP KICK SHADOW BALL ICE PSYCHIC FIGHTING GHOST

BATTLE 83: AICH ROLLER BOY ♂

TROPIUS ♂	GRASS-FLYING
ABILITY: CHLOROPHYLL ITEM: MIRACLE SEED	SUNNY DAY SYNTHESIS SOLARBEAM AERIAL ACE FIRE GRASS GRASS FLYING

PUPITAR ♀	ROCK-GROUND
ABILITY: SHED SKIN ITEM: GANLON BERRY	ROCK SLIDE CRUNCH THRASH EARTHQUAKE ROCK DARK NORMAL GROUND

SHELGON ♂	DRAGON
ABILITY: ROCK HEAD ITEM: SILK SCARF	CRUNCH DOUBLE-EDGE DRAGON CLAW BRICK BREAK DARK NORMAL DRAGON FIGHTING

JUMPLUFF ♀	FLYING-GRASS
ABILITY: CHLOROPHYLL ITEM: LEFTOVERS	SYNTHESIS LEECH SEED POISONPOWDER GIGA DRAIN GRASS GRASS POISON GRASS

SANDSLASH ♂	GROUND
ABILITY: SAND VEIL ITEM: KING'S ROCK	SAND-ATTACK SLASH POISON STING SAND TOMB GROUND NORMAL POISON GROUND

GLUGAR ♀	GROUND-FLYING
ABILITY: SAND VEIL ITEM: SOFT SAND	SAND-ATTACK EARTHQUAKE SCREECH AERIAL ACE GROUND GROUND NORMAL FLYING

BATTLE 84: WILER GUY ♂

SNEASEL ♂	DARK-ICE
ABILITY: KEEN EYE ITEM: QUICK CLAW	FAINT ATTACK SLASH ICY WIND BRICK BREAK DARK NORMAL ICE FIGHTING

LUNATONE	ROCK-PSYCHIC
ABILITY: LEVITATE ITEM: TWISTED SPOON	ROCK THROW COSMIC POWER HYPNOSIS PSYCHIC ROCK PSYCHIC PSYCHIC PSYCHIC

SOLROCK	ROCK-PSYCHIC
ABILITY: LEVITATE ITEM: HARD STONE	FIRE SPIN COSMIC POWER PSYWAVE ROCK SLIDE FIRE PSYCHIC PSYCHIC ROCK

KECLEON ♂	NORMAL
ABILITY: COLOR CHANGE ITEM: LUM BERRY	SKILL SWAP BRICK BREAK ANCIENTPOWER AERIAL ACE PSYCHIC FIGHTING ROCK FLYING

SEVIPER ♂	POISON
ABILITY: SHED SKIN ITEM: WIKI BERRY	SLUDGE BOMB HAZE FLAMETHROWER BITE POISON ICE FIRE DARK

LAIRON ♂	STEEL-ROCK
ABILITY: ROCK HEAD ITEM: METAL COAT	MUD-SLAP IRON TAIL ROCK TOMB DOUBLE-EDGE GROUND STEEL ROCK ROCK

BATTLE 85: MENZON ATHLETE ♂

BRELOOM ♀	GRASS-FIGHTING
ABILITY: EFFECT SPORE ITEM: SHELL BELL	HEADBUTT SKY UPPERCUT COUNTER GIGA DRAIN NORMAL FIGHTING FIGHTING GRASS

SEADRA ♀	WATER
ABILITY: POISON POINT ITEM: SEA INCENSE	SMOKESCREEN AGILITY DRAGONBREATH HYDRO PUMP NORMAL PSYCHIC DRAGON WATER







QUAGSIRE ♀	WATER-GROUND
ABILITY: DAMP ITEM: MYSTIC WATER	MUD SHOT EARTHQUAKE AMNESIA SURF GROUND GROUND PSYCHIC WATER

NOCTOWL ♀	NORMAL-FLYING
ABILITY: KEEN EYE ITEM: SHARP BEAK	REFLECT TAKE DOWN CONFUSION WING ATTACK PSYCHIC NORMAL PSYCHIC FLYING






VIGOROTH ♂	NORMAL
ABILITY: VITAL SPIRIT ITEM: WHITE HERB	ENDURE REVERSAL SLASH SHADOW BALL NORMAL FIGHTING NORMAL GHOST

MISDREAVUS ♀	GHOST
ABILITY: LEVITATE ITEM: QUICK CLAW	PSYWAVE CONFUSE RAY ASTONISH PAIN SPLIT PSYCHIC GHOST GHOST NORMAL







BATTLE 86: BERLO FUN OLD MAN ♂

ESPEON ♂  ABILITY: SYNCHRONIZE ITEM: LAX INCENSE ATTRACT PSYBEAM SHADOW BALL MORNING SUN PSYCHIC NORMAL PSYCHIC GHOST NORMAL	TENTACRUEL ♀  ABILITY: LIQUID OOZE ITEM: LEFTOVERS WRAP DIVE SUPERSONIC SLUDGE BOMB WATER-POISON NORMAL WATER NORMAL POISON	CAMERUPT ♂  ABILITY: MAGMA ARMOR ITEM: MAGO BERRY MAGNITUDE AMNESIA TAKE DOWN ERUPTION FIRE-GROUND GROUND PSYCHIC NORMAL FIRE
STANTLER ♂  ABILITY: INTIMIDATE ITEM: LUM BERRY ASTONISH CONFUSE RAY STOMP BITE NORMAL GHOST GHOST NORMAL DARK	SEAKING ♀  ABILITY: WATER VEIL ITEM: MENTAL HERB TAIL WHIP FURY ATTACK FLAIL WATERFALL WATER NORMAL NORMAL NORMAL WATER	MAGCARGO ♂  ABILITY: FLAME BODY ITEM: CHARCOAL AMNESIA ROCK SLIDE FLAMETHROWER SANDSTORM FIRE-ROCK PSYCHIC ROCK FIRE ROCK







BATTLE 87: SANOL LADY ♀

METAGROSS  ABILITY: CLEAR BODY ITEM: BRIGHT POWDER METAL CLAW PSYCHIC PURSUIT IRON DEFENSE STEEL-PSYCHIC STEEL PSYCHIC DARK STEEL	SHIFTRY ♂  ABILITY: EARLY BIRD ITEM: CITRUS BERRY FAKE OUT SWAGGER FAINT ATTACK EXTRASENSORY GRASS-DARK NORMAL NORMAL DARK PSYCHIC	RAICHU ♂  ABILITY: STATIC ITEM: LUM BERRY CHARM FRUSTRATION THUNDER WAVE THUNDERBOLT ELECTRIC NORMAL NORMAL ELECTRIC ELECTRIC
CROBAT ♀  ABILITY: INNER FOCUS ITEM: FOCUS BAND MEAN LOOK WING ATTACK SLUDGE BOMB SHADOW BALL POISON-FLYING NORMAL FLYING POISON GHOST	MANTINE ♀  ABILITY: WATER ABSORB ITEM: MYSTIC WATER AGILITY SURF WING ATTACK CONFUSE RAY WATER-FLYING PSYCHIC WATER FLYING GHOST	HITMONTOP ♂  ABILITY: INTIMIDATE ITEM: BLACK BELT TRIPLE KICK QUICK ATTACK PURSUIT COUNTER FIGHTING FIGHTING NORMAL DARK FIGHTING







BATTLE 88: REBIN RIDER ♂

BLAZIKEN ♂  ABILITY: BLAZE ITEM: BLACK BELT SKY UPPERCUT QUICK ATTACK BLAZE KICK SAND-ATTACK FIRE-FIGHTING FIGHTING NORMAL FIRE GROUND	VILEPLUME ♀  ABILITY: CHLOROPHYLL ITEM: PERSIM BERRY SLUDGE BOMB MOONLIGHT PETAL DANCE STUN SPORE GRASS-POISON POISON NORMAL GRASS GRASS	LANTURN ♀  ABILITY: VOLT ABSORB ITEM: LEFTOVERS SPARK TAKE DOWN CONFUSE RAY HYDRO PUMP WATER-ELECTRIC ELECTRIC NORMAL GHOST WATER
GLALIE ♂  ABILITY: INNER FOCUS ITEM: NEVERMELTICE ICY WIND CRUNCH HEADBUTT ICE BEAM ICE ICE DARK NORMAL ICE	GRANBULL ♂  ABILITY: INTIMIDATE ITEM: ASPEAR BERRY BITE ROAR BRICK BREAK SECRET POWER NORMAL NORMAL FIGHTING NORMAL	BANETTE ♀  ABILITY: INSOMNIA ITEM: SPELL TAG SPITE PSYCHIC WILL-O-WISP SHADOW BALL GHOST GHOST PSYCHIC FIRE GHOST

BATTLE 89: PERC RICH BOY ♂







STARMIE  ABILITY: NATURAL CURE ITEM: LEFTOVERS SURF THUNDERBOLT PSYCHIC ICE BEAM WATER-PSYCHIC WATER ELECTRIC PSYCHIC ICE	HUNTAIL ♂  ABILITY: SWIFT SWIM ITEM: CITRUS BERRY RAIN DANCE MUDDY SPORT IRON DEFENSE BATON PASS WATER WATER GROUND STEEL NORMAL	GOREBYSS ♀  ABILITY: SWIFT SWIM ITEM: AGUAV BERRY RAIN DANCE HYDRO PUMP AMNESIA BATON PASS WATER WATER WATER PSYCHIC NORMAL
OCTILLERY ♂  ABILITY: SUCTION CUPS ITEM: QUICK CLAW PSYBEAM FOCUS ENERGY OCTAZOOKA ICE BEAM WATER PSYCHIC NORMAL WATER ICE	WHISCASH ♀  ABILITY: OBLIVIOUS ITEM: SOFT SAND REST EARTHQUAKE SNORE FUTURE SIGHT WATER-GROUND PSYCHIC GROUND NORMAL PSYCHIC	CRAWDAUNT ♂  ABILITY: SHELL ARMOR ITEM: WHITE HERB KNOCK OFF SWORDS DANCE CRABHAMMER FRUSTRATION WATER-DARK DARK NORMAL WATER NORMAL

BATTLE 90: AXLEY AREA LEADER ♂







REGIROCK  ABILITY: CLEAR BODY ITEM: WHITE HERB SUPERPOWER IRON DEFENSE ANCIENTPOWER EARTHQUAKE ROCK FIGHTING STEEL ROCK GROUND	REGICE  ABILITY: CLEAR BODY ITEM: LUM BERRY ICY WIND THUNDERBOLT ICE BEAM AMNESIA ICE ELECTRIC ICE PSYCHIC	REGISTEEL ♀  ABILITY: CLEAR BODY ITEM: LEFTOVERS IRON DEFENSE TOXIC AMNESIA SANDSTORM STEEL STEEL POISON PSYCHIC ROCK
RELICANTH ♂  ABILITY: SWIFT SWIM ITEM: HARD STONE RAIN DANCE ANCIENTPOWER SURF MUD SPORT WATER-ROCK WATER ROCK WATER GROUND	WAILORD ♂  ABILITY: OBLIVIOUS ITEM: CHESTO BERRY WATER SPOUT WATER PULSE REST EARTHQUAKE WATER WATER PSYCHIC GROUND	FLYGON ♀  ABILITY: LEVITATE ITEM: BRIGHT POWDER DRAGON CLAW FLY STRENGTH DIG GROUND-DRAGON DRAGON FLYING NORMAL GROUND

AREA 10 POKé COUPON: 5,000 points







BATTLE 91: CRUIK COOLTRAINER ♂

ENTEI  ABILITY: PRESSURE ITEM: PERSIM BERRY FIRE FIRE STOMP BITE ROAR NORMAL DARK NORMAL	GOLEM ♀  ABILITY: ROCK HEAD ITEM: WIKI BERRY ROCK-GROUND EARTHQUAKE ROCK SLIDE DOUBLE-EDGE FOCUS PUNCH GROUND ROCK NORMAL FIGHTING	MUK ♂  ABILITY: STICKY HOLD ITEM: POISON BARB POISON SCREECH SLUDGE BOMB ACID ARMOR SHADOW BALL NORMAL POISON POISON GHOST
TORKOAL ♂  ABILITY: WHITE SMOKE ITEM: FOCUS BAND FIRE IRON DEFENSE FLAIL AMNESIA HEAT WAVE STEEL NORMAL PSYCHIC FIRE	MANECTRIC ♀  ABILITY: STATIC ITEM: MAGNET ELECTRIC THUNDER WAVE THUNDERBOLT BITE QUICK ATTACK ELECTRIC ELECTRIC DARK NORMAL	TENTACRUEL ♂  ABILITY: CLEAR BODY ITEM: MYSTIC WATER WATER-POISON BARRIER SLUDGE BOMB SURF MIRROR COAT PSYCHIC POISON WATER PSYCHIC







BATTLE 92: PAREL HUNTER ♂

SWAMPERT ♂  ABILITY: TORRENT ITEM: SCOPE LENS WATER-GROUND SURF ICE BEAM EARTHQUAKE MUD-SLAP WATER ICE GROUND GROUND	ALAKAZAM ♀  ABILITY: SYNCHRONIZE ITEM: TWISTED SPOON PSYCHIC PSYCHIC SHADOW BALL FIRE PUNCH REFLECT PSYCHIC GHOST FIRE PSYCHIC	LUDICOLO ♂  ABILITY: SWIFT SWIM ITEM: KING'S ROCK WATER-GRASS RAIN DANCE GIGA DRAIN SURF ASTONISH WATER GRASS WATER GHOST
WALREIN ♀  ABILITY: THICK FAT ITEM: IAPAPA BERRY ICE-WATER ENCORE SURF BODY SLAM ICE BEAM NORMAL WATER NORMAL ICE	GOLDUCK ♂  ABILITY: DAMP ITEM: LAX INCENSE WATER SURF ICE BEAM PSYCHIC PSYCH UP WATER ICE PSYCHIC NORMAL	EXPLOUD ♀  ABILITY: SOUNDPROOF ITEM: SILK SCARF NORMAL STOMP ROAR HYPER BEAM HYPER VOICE NORMAL NORMAL NORMAL NORMAL







BATTLE 93: NOMOL ATHLETE ♀

RAIKOU  ABILITY: PRESSURE ITEM: MAGNET ELECTRIC BITE QUICK ATTACK ROAR THUNDERBOLT DARK NORMAL NORMAL ELECTRIC	NINETALES ♀  ABILITY: FLASH FIRE ITEM: WHITE HERB FIRE QUICK ATTACK OVERHEAT WILL-O-WISP FAINT ATTACK NORMAL FIRE FIRE DARK	WEEZING ♀  ABILITY: LEVITATE ITEM: POISON BARB POISON SMOKE SCREEN SHADOW BALL SLUDGE BOMB MEMENTO NORMAL GHOST POISON DARK
SHUCKLE ♀  ABILITY: STURDY ITEM: LAX INCENSE BUG-ROCK TOXIC DOUBLE TEAM WRAP REST POISON NORMAL NORMAL PSYCHIC	ARMALDO ♂  ABILITY: BATTLE ARMOR ITEM: SCOPE LENS ROCK-BUG ANCIENT POWER FURY CUTTER SLASH SWORDS DANCE ROCK NORMAL BUG NORMAL	XATU ♂  ABILITY: SYNCHRONIZE ITEM: BRIGHT POWDER PSYCHIC-FLYING CONFUSE RAY AERIAL ACE SHADOW BALL GHOST FLYING PSYCHIC GHOST







BATTLE 94: DESOR FUN OLD LADY ♀

MEGANIUM ♂  ABILITY: OVERGROW ITEM: SITRUS BERRY GRASS BODY SLAM RAZOR LEAF LIGHT SCREEN COUNTER NORMAL GRASS PSYCHIC FIGHTING	TYPHLOSION ♂  ABILITY: BLAZE ITEM: FOCUS BAND FIRE QUICK ATTACK FLAMETHROWER AERIAL ACE REVERSAL NORMAL FIRE FLYING FIGHTING	FERALIGATR ♂  ABILITY: TORRENT ITEM: SCOPE LENS WATER SLASH CRUNCH SURF DRAGON CLAW NORMAL DARK WATER DRAGON
ESPEON ♂  ABILITY: SYNCHRONIZE ITEM: BRIGHT POWDER PSYCHIC SHADOW BALL PSYCH UP SWIFT PSYCHIC GHOST NORMAL NORMAL PSYCHIC	UMBREON ♂  ABILITY: SYNCHRONIZE ITEM: LEFTOVERS DARK TOXIC DIG CONFUSE RAY FAINT ATTACK POISON GROUND GHOST DARK	PINSIR ♀  ABILITY: HYPER CUTTER ITEM: LUM BERRY BUG BRICK BREAK FAINT ATTACK SWORDS DANCE HYPER BEAM FIGHTING DARK NORMAL NORMAL







BATTLE 95: ELDAN GLASSES MAN ♂

LATIAS ♀  ABILITY: LEVITATE ITEM: LUM BERRY DRAGON-PSYCHIC DRAGON CLAW RECOVER MIST BALL CHARM DRAGON NORMAL PSYCHIC NORMAL	URSARING ♂  ABILITY: GUTS ITEM: WHITE HERB NORMAL EARTHQUAKE REST FRUSTRATION SNORE GROUND PSYCHIC NORMAL NORMAL	HOUNDOOM ♀  ABILITY: EARLY BIRD ITEM: PETAYA BERRY DARK-FIRE SUNNY DAY SOLARBEAM FLAMETHROWER CRUNCH FIRE GRASS FIRE DARK
MILTANK ♀  ABILITY: THICK FAT ITEM: KING'S ROCK NORMAL EARTHQUAKE STOMP BODY SLAM MILK DRINK GROUND NORMAL NORMAL NORMAL	ELECTRODE  ABILITY: STATIC ITEM: MAGNET ELECTRIC LIGHT SCREEN MIRROR COAT SWIFT THUNDERBOLT PSYCHIC PSYCHIC NORMAL ELECTRIC	GYARADOS ♂  ABILITY: INTIMIDATE ITEM: FOCUS BAND WATER-FLYING DRAGON DANCE HYDRO PUMP FRUSTRATION FLAIL DRAGON WATER NORMAL NORMAL







BATTLE 96: ELDORA BODYBUILDER ♀

SUICUNE  ABILITY: PRESSURE ITEM: BRIGHT POWDER	CALM MIND ICE BEAM SURF ROAR	WATER PSYCHIC ICE WATER NORMAL
STANTLER ♂  ABILITY: INTIMIDATE ITEM: LAX INCENSE	SWAGGER FRUSTRATION PSYCH UP SHADOW BALL	NORMAL NORMAL NORMAL GHOST
AMPHAROS ♀  ABILITY: STATIC ITEM: MAGNET	THUNDER WAVE ATTRACT THUNDERBOLT SECRET POWER	ELECTRIC ELECTRIC ELECTRIC NORMAL
PORYGON2  ABILITY: TRACE ITEM: SCOPE LENS	AGILITY THUNDERBOLT TRI ATTACK PSYCHIC	NORMAL PSYCHIC ELECTRIC NORMAL PSYCHIC
CLAYDOL  ABILITY: LEVITATE ITEM: LIECHI BERRY	ANCIENTPOWER EARTHQUAKE COSMIC POWER PSYCHIC	GROUND-PSYCHIC ROCK GROUND PSYCHIC PSYCHIC
DONPHAN ♀  ABILITY: STURDY ITEM: FOCUS BAND	EARTHQUAKE FLAIL ANCIENTPOWER ROAR	GROUND GROUND NORMAL ROCK NORMAL







BATTLE 97: LISAN HUNTER ♀

METAGROSS  ABILITY: CLEAR BODY ITEM: METAL COAT	PSYCHIC IRON DEFENSE METEOR MASH SHADOW BALL	STEEL-PSYCHIC PSYCHIC STEEL STEEL GHOST
SKARMORY ♀  ABILITY: KEEN EYE ITEM: SHARP BEAK	AGILITY DRILL PECK STEEL WING FRUSTRATION	STEEL-FLYING PSYCHIC FLYING STEEL NORMAL
CRADILY ♂  ABILITY: SUCTION CUPS ITEM: HARD STONE	ANCIENTPOWER BARRIER AMNESIA GIGA DRAIN	ROCK-GRASS ROCK PSYCHIC PSYCHIC GRASS
RHYDON ♀  ABILITY: LIGHTNINGROD ITEM: SOFT SAND	ROCK BLAST MEGAHORN EARTHQUAKE HYPER BEAM	GROUND-ROCK ROCK BUG GROUND NORMAL
MACHAMP ♂  ABILITY: GUTS ITEM: BLACK BELT	SEISMIC TOSS CROSS CHOP REVENGE BULK UP	FIGHTING FIGHTING FIGHTING FIGHTING
HARIYAMA ♂  ABILITY: GUTS ITEM: CHESTO BERRY	FAKE OUT REST BELLY DRUM REVENGE	FIGHTING NORMAL PSYCHIC NORMAL FIGHTING






BATTLE 98: MASSI TEACHER ♀

LATIOS ♂  ABILITY: LEVITATE ITEM: TWISTEDSPOON	LUSTER PURGE EARTHQUAKE DRAGON CLAW MEMENTO	DRAGON-PSYCHIC PSYCHIC GROUND DRAGON DARK
ALTARIA ♀  ABILITY: NATURAL CURE ITEM: DRAGON FANG	AGILITY FLAMETHROWER DRAGON CLAW AERIAL ACE	DRAGON-FLYING PSYCHIC FIRE DRAGON FLYING
KINGDRA ♀  ABILITY: SWIFT SWIM ITEM: CHESTO BERRY	RAIN DANCE ICE BEAM SURF REST	WATER-DRAGON WATER ICE WATER PSYCHIC
SALAMENCE ♂  ABILITY: INTIMIDATE ITEM: LIECHI BERRY	DRAGON DANCE AERIAL ACE DRAGON CLAW EARTHQUAKE	DRAGON-FLYING DRAGON FLYING DRAGON GROUND
FLYGON ♂  ABILITY: LEVITATE ITEM: SOFT SAND	EARTHQUAKE CRUNCH DRAGON CLAW FLAMETHROWER	GROUND-DRAGON GROUND DARK DRAGON FIRE
SCEPTILE ♀  ABILITY: OVERGROW ITEM: SCOPE LENS	LEAF BLADE CRUNCH DRAGON CLAW HIDDEN POWER	GRASS GRASS DARK DRAGON NORMAL

BATTLE 99: TYNAN COOLTRAINER ♀

HERACROSS ♀  ABILITY: SWARM ITEM: SALAC BERRY	EARTHQUAKE ENDURE MEGAHORN REVERSAL	BUG-FIGHTING GROUND NORMAL BUG FIGHTING
DODRIO ♂  ABILITY: EARLY BIRD ITEM: SCOPE LENS	TRI ATTACK QUICK ATTACK DRILL PECK FACADE	NORMAL-FLYING NORMAL NORMAL FLYING NORMAL
WOBBUFFET ♂  ABILITY: SHADOW TAG ITEM: FIGY BERRY	COUNTER ENCORE MIRROR COAT DESTINY BOND	PSYCHIC FIGHTING NORMAL PSYCHIC GHOST
CACTURNE ♀  ABILITY: SAND VEIL ITEM: BRIGHT POWDER	SANDSTORM SAND-ATTACK LEECH SEED FAINT ATTACK	GRASS-DARK ROCK GROUND GRASS DARK
MILOTIC ♀  ABILITY: MARVEL SCALE ITEM: LEFTOVERS	SURF RECOVER ICE BEAM ATTRACT	WATER WATER NORMAL ICE NORMAL
SABLEYE ♂  ABILITY: KEEN EYE ITEM: LUM BERRY	CONFUSE RAY BRICK BREAK SHADOW BALL RECOVER	DARK-GHOST GHOST FIGHTING GHOST NORMAL

BATTLE 100: INFIN MT.BTLMMASTER ♂

GARDEVOIR ♂  ABILITY: SYNCHRONIZE ITEM: BRIGHT POWDER	DESTINY BOND PSYCHIC CALM MIND THUNDERBOLT	PSYCHIC GHOST PSYCHIC PSYCHIC ELECTRIC
CROBAT ♀  ABILITY: INNER FOCUS ITEM: SCOPE LENS	CONFUSE RAY SLUDGE BOMB AIR CUTTER HIDDEN POWER	POISON-FLYING GHOST POISON FLYING NORMAL
ALTARIA ♀  ABILITY: NATURAL CURE ITEM: CITRUS BERRY	DRAGON DANCE EARTHQUAKE DRAGON CLAW AERIAL ACE	DRAGON-FLYING DRAGON GROUND DRAGON FLYING
MAGNETON  ABILITY: STURDY ITEM: LEFTOVERS	THUNDER WAVE TRI ATTACK THUNDERBOLT HIDDEN POWER	ELECTRIC-STEEL ELECTRIC NORMAL ELECTRIC NORMAL
KYOGRE  ABILITY: DRIZZLE ITEM: FOCUS BAND	BODY SLAM ICE BEAM CALM MIND HYDRO PUMP	WATER NORMAL ICE PSYCHIC WATER
AGGRON ♂  ABILITY: ROCK HEAD ITEM: SALAC BERRY	DOUBLE-EDGE ROCK TOMB EARTHQUAKE IRON TAIL	STEEL-ROCK NORMAL ROCK GROUND STEEL

MT. BATTLE: DOUBLE BATTLE

All climbs up Mt. Battle have similar highs and lows (see page 94 for the basics). But the Double Battle challenge has 100 different Trainers—all ready to sling combos. Prepare for some tough contests.

STRATEGY FOR ALL SEASONS

In the Double Battle challenge, you'll need to pass 100 Trainers with a single team as you brave each of the 10-Trainer areas, just as in the Single Battle challenge. Though Double Battle Trainers won't have Pokémon with held items until later than Single Battle Trainers do, they will use very strong moves earlier. And, of course, their teams are set up to put out partners that can set up combos quickly. For example, when both opposing Pokémon hit the field, one may immediately use Rain Dance to summon a rainstorm, then its partner will strike with Water-type attacks, which have raised power in the rain. (See page 13 for more examples.) Plan your sidekick strategy carefully.



Single Battles are often ruled by brute force, but Double Battles are far more cerebral. You'll constantly need to think about the potential combos that your opponent is setting up every time he has one of his Pokémon use a move.

AREA	BATTLE	DIFFICULTY	MOVE	HELD ITEM	KIND OF ITEM
1	1-10	NORMAL	NORMAL	NOT USED	—
2	11-20	NORMAL	NORMAL	NOT USED	—
3	21-30	NORMAL	NORMAL	USED RARELY	—
4	31-40	NORMAL	NORMAL	USED RARELY	—
5	41-50	STRONG	NORMAL	USED RARELY	—
6	51-60	STRONG	STRONG	ALL	VARIOUS
7	61-70	STRONG	STRONG	ALL	VARIOUS
8	71-80	STRONG	VERY STRONG	ALL	VARIOUS
9	81-90	VERY STRONG	VERY STRONG	ALL	VARIOUS
10	91-100	VERY STRONG	VERY STRONG	ALL	VARIOUS

QUICK TIPS FOR DOUBLE BATTLES

BACK-TO-BACK DEFENSE

Exploit moves that increase the defensive power of both of your onfield Pokémon, such as Reflect, which decreases the damage from physical attacks to each of your battlers. Your opponent will often do the same, so come equipped with countermoves like Brick Break, which shatters the Reflect effect.

RIDE (OR RUIN) COMBOS IN PLAY

If you suspect that your foe is setting up a combo, consider which moves your Pokémon have that will benefit from (or build upon) the combo—or, if not, will sabotage its completion. For example, if your opponent uses Sunny Day, which amps up Fire-type attacks, and your Pokémon have some, turn the good weather to your advantage. If your Pokémon don't have Fire-type attacks, change the weather with a move like Rain Dance before your foe's Fire-types walk all over your team.

TWICE THE AGGRESSION

The moves listed below unleash pain on both defenders in a Double Battle—vital for the Mt. Battle ascent. Some moves (see pages 166-172) engulf the attacker's *partner* additionally, so plan your sidekicks carefully. For example, Flying-types are good partners for Pokémon that use Earthquake—they're immune to Ground-type attacks.

MOVE	TYPE	BA	AC	PP
ACID	PSN	40	100	30
AIR CUTTER	FLY	55	95	25
BLIZZARD	ICE	120	70	5
BUBBLE	WTR	20	100	30
ERUPTION	FIRE	150	100	5
GROWL	NRM	-	100	40
HEAT WAVE	FIRE	100	90	10
HYPER VOICE	NRM	90	100	10
ICY WIND	ICE	55	95	15
IMPRISON	PSY	-	100	10
LEER	NRM	-	100	30
MUDDY WATER	WTR	95	85	10

MOVE	TYPE	BA	AC	PP
POWDER SNOW	ICE	40	100	25
RAZOR LEAF	GRS	55	95	25
RAZOR WIND	NRM	80	100	10
ROCK SLIDE	RCK	75	90	10
STRING SHOT	BUG	-	95	40
SURF	WTR	95	100	15
SWEET SCENT	NRM	-	100	20
SWIFT	NRM	60	-	20
TAIL WHIP	NRM	-	100	30
TWISTER	DRG	40	100	20
WATER SPOUT	WTR	150	100	5



AREA 1

POKé COUPON: 50 points

BATTLE 1: BROT RICH BOY♂

POOCHYENA ♂	DARK
ABILITY: RUN AWAY ITEM: —	TACKLE ROAR THIEF YAWN
	NORMAL NORMAL DARK NORMAL

SANDSHREW ♂	GROUND
ABILITY: SAND VEIL ITEM: —	SANDSTORM SCRATCH DEFENSE CURL FURY SWIPES
	ROCK NORMAL NORMAL NORMAL

PINECO ♀	BUG
ABILITY: STURDY ITEM: —	SPIKES TOXIC RAPID SPIN PIN MISSILE
	GROUND POISON NORMAL BUG

SLAKOTH ♀	NORMAL
ABILITY: TRUANT ITEM: —	YAWN SNORE REST TOXIC
	NORMAL NORMAL PSYCHIC POISON

SWINUB ♀	ICE-GROUND
ABILITY: OBLIVIOUS ITEM: —	AMNESIA ROAR POWDER SNOW ROCK SMASH
	PSYCHIC NORMAL ICE FIGHTING

MAREEP ♀	ELECTRIC
ABILITY: STATIC ITEM: —	GROWL COTTON SPORE TACKLE THUNDERSHOCK
	NORMAL GRASS NORMAL ELECTRIC

BATTLE 2: KEEDA TEACHER ♀

RALTS ♀	PSYCHIC
ABILITY: TRACE ITEM: —	REFLECT CONFUSION DREAM EATER CALM MIND
	PSYCHIC PSYCHIC PSYCHIC PSYCHIC

SHROOMISH ♂	GRASS
ABILITY: EFFECT SPORE ITEM: —	SPORE BULLET SEED ABSORB TACKLE
	GRASS GRASS GRASS NORMAL

SENTRET ♂	NORMAL
ABILITY: KEEN EYE ITEM: —	REST AMNESIA DEFENSE CURL ASSIST
	PSYCHIC PSYCHIC NORMAL NORMAL

VULPIX ♀	FIRE
ABILITY: FLASH FIRE ITEM: —	QUICK ATTACK ATTRACT EMBER WILL-O-WISP
	NORMAL NORMAL FIRE FIRE

DUSKULL ♀	GHOST
ABILITY: LEVITATE ITEM: —	CONFUSE RAY DISABLE ASTONISH CURSE
	GHOST NORMAL GHOST ?

SPINARAK ♂	BUG-POISON
ABILITY: INSOMNIA ITEM: —	POISON STING SPIDER WEB NIGHT SHADE LEECH LIFE
	POISON BUG GHOST BUG

BATTLE 3: FOLER GUY ♂

MAGIKARP ♂	WATER
ABILITY: SWIFT SWIM ITEM: —	SPLASH FLAIL
	NORMAL NORMAL

FEEBAS ♂	WATER
ABILITY: SWIFT SWIM ITEM: —	SPLASH MIRROR COAT
	NORMAL PSYCHIC

AZURILL ♀	NORMAL
ABILITY: THICK FAT ITEM: —	SPLASH BUBBLE CHARM
	NORMAL WATER NORMAL

SPOINK ♀	PSYCHIC
ABILITY: OWN TEMPO ITEM: —	SPLASH MAGIC COAT
	NORMAL- PSYCHIC

HOPPIP ♀	GRASS-FLYING
ABILITY: CHLOROPHYLL ITEM: —	SPLASH SLEEP POWDER SYNTHESIS
	NORMAL GRASS GRASS

WYNAUT ♂	PSYCHIC
ABILITY: SHADOW TAG ITEM: —	SPLASH COUNTER DESTINY BOND MIRROR COAT
	NORMAL FIGHTING GHOST PSYCHIC

BATTLE 4: PASHA ATHLETE ♀

WHISMUR ♂	NORMAL
ABILITY: SOUNDPROOF ITEM: —	SUPERSONIC SCREECH ASTONISH POUND
	NORMAL NORMAL GHOST NORMAL

SHUPPET ♀	GHOST
ABILITY: INSOMNIA ITEM: —	WILL-O-WISP DESTINY BOND ASTONISH KNOCK OFF
	FIRE GHOST GHOST DARK

SLUGMA ♂	FIRE
ABILITY: MAGMA ARMOR ITEM: —	ROCK SMASH LIGHT SCREEN EMBER SMOG
	FIGHTING PSYCHIC FIRE POISON

NINCADA ♀	BUG-GROUND
ABILITY: COMPOUNDEYES ITEM: —	SUNNY DAY METAL CLAW GUST MUD-SLAP
	FIRE STEEL FLYING GROUND

BARBOACH ♂	WATER-GROUND
ABILITY: OBLIVIOUS ITEM: —	MUD-SLAP FUTURE SIGHT WATER GUN AMNESIA
	GROUND PSYCHIC WATER PSYCHIC

MEDITATE ♀	FIGHTING-PSYCHIC
ABILITY: PURE POWER ITEM: —	MEDITATE REVERSAL HIDDEN POWER FAKE OUT
	PSYCHIC FIGHTING NORMAL NORMAL

BATTLE 5: BAYEL GLASSES MAN ♂

PICHU ♂	ELECTRIC
ABILITY: STATIC ITEM: —	THUNDER WAVE SWEET KISS THUNDERSHOCK DOUBLES LAP
	ELECTRIC NORMAL ELECTRIC NORMAL

BALTOY	GROUND-PSYCHIC
ABILITY: LEVITATE ITEM: —	MUD-SLAP SKILL SWAP COSMIC POWER RAPID SPIN
	GROUND PSYCHIC PSYCHIC NORMAL

LOTAD ♀	WATER-GRASS
ABILITY: RAIN DISH ITEM: —	WATER GUN GROWL MEGA DRAIN MIST
	WATER NORMAL GRASS ICE

SNUBBULL ♂	NORMAL
ABILITY: INTIMIDATE ITEM: —	RAGE CHARM BITE LICK
	NORMAL NORMAL DARK GHOST

LEDYBA ♂	BUG-FLYING
ABILITY: SWARM ITEM: —	SUPERSONIC FLASH THIEF COMET PUNCH
	NORMAL NORMAL DARK NORMAL

MARILL ♂	WATER
ABILITY: HUGE POWER ITEM: —	ROLLOUT WATER GUN LIGHT SCREEN DEFENSE CURL
	ROCK WATER PSYCHIC NORMAL

BATTLE 6: MAYME RIDER ♀

SUNKERN ♀



ABILITY: CHLOROPHYLL
ITEM: —

SYNTHESIS
LEECH SEED
GROWTH
SOLARBEAM

GRASS
GRASS
NORMAL
GRASS

ARON ♂



ABILITY: ROCK HEAD
ITEM: —

PROTECT
TOXIC
TACKLE
MUD-SLAP

STEEL-ROCK
NORMAL
POISON
NORMAL
GROUND

TOGEPI ♂



ABILITY: HUSTLE
ITEM: —

YAWN
SUNNY DAY
FOLLOW ME
PECK

NORMAL
NORMAL
FIRE
NORMAL
FLYING

WURMPLE ♂



ABILITY: SHIELD DUST
ITEM: —

STRING SHOT
TACKLE
POISON STING

BUG
BUG
NORMAL
POISON

SHEDINJA



ABILITY: WONDER GUARD
ITEM: —

SCRATCH
METAL CLAW
LEECH LIFE
GRUDGE

BUG-GHOST
NORMAL
STEEL
BUG
GHOST

MAKUHITA ♀



ABILITY: GUTS
ITEM: —

FAKE OUT
ARM THRUST
TACKLE
KNOCK OFF

FIGHTING
NORMAL
FIGHTING
NORMAL
DARK

BATTLE 7: SHADD COOLTRAINER ♂

SKITTY ♀



ABILITY: CUTE CHARM
ITEM: —

HELPING HAND
COVET
ASSIST
GROWL

NORMAL
NORMAL
NORMAL
NORMAL

JIGGLYPUFF ♀



ABILITY: CUTE CHARM
ITEM: —

SING
FAKE TEARS
POUND
DOUBLES LAP

NORMAL
NORMAL
DARK
NORMAL
NORMAL

KIRLIA ♀



ABILITY: SYNCHRONIZE
ITEM: —

DOUBLE TEAM
THIEF
CALM MIND
FUTURE SIGHT

PSYCHIC
NORMAL
DARK
PSYCHIC
PSYCHIC

SURSKIT ♀



ABILITY: SWIFT SWIM
ITEM: —

QUICK ATTACK
TOXIC
BUBBLE
ATTRACT

BUG-WATER
NORMAL
POISON
WATER
NORMAL

TRAPINCH ♀



ABILITY: HYPER CUTTER
ITEM: —

SAND-ATTACK
GUST
BITE
SAND TOMB

GROUND
GROUND
FLYING
DARK
GROUND

ZIGZAGOON ♂



ABILITY: PICKUP
ITEM: —

TACKLE
TAIL WHIP
MUD SPORT
PURSUIT

NORMAL
NORMAL
NORMAL
GROUND
DARK

BATTLE 8: SCHERLA ST. PERFORMER ♀

BELDUM



ABILITY: CLEAR BODY
ITEM: —

TAKE DOWN

STEEL-PSYCHIC
NORMAL

MACHOP ♂



ABILITY: GUTS
ITEM: —

BULK UP
LOW KICK
ROCK SMASH
SCARY FACE

FIGHTING
FIGHTING
FIGHTING
FIGHTING
NORMAL

ELECTRIKE ♂



ABILITY: LIGHTNING ROD
ITEM: —

THUNDER WAVE
LEER
QUICK ATTACK
UPROAR

ELECTRIC
ELECTRIC
NORMAL
NORMAL

HORSEA ♂



ABILITY: SWIFT SWIM
ITEM: —

SMOKESCREEN
TWISTER
AGILITY
DIVE

WATER
NORMAL
DRAGON
PSYCHIC
WATER

SNORUNT ♂



ABILITY: INNER FOCUS
ITEM: —

LEER
LIGHT SCREEN
POWDER SNOW
BITE

ICE
NORMAL
PSYCHIC
ICE
DARK

NUMEL ♂



ABILITY: OBLIVIOUS
ITEM: —

ROLLOUT
ROCK SMASH
GROWL
FOCUS ENERGY

FIRE-GROUND
ROCK
FIGHTING
NORMAL
NORMAL

BATTLE 9: DELAV BANDANA GUY ♂

CLAMPERL ♀



ABILITY: SHELL ARMOR
ITEM: —

CLAMP
SUPERSONIC
WHIRLPOOL
IRON DEFENSE

WATER
WATER
NORMAL
WATER
STEEL

MAGNETON



ABILITY: MAGNET PULL
ITEM: —

METAL SOUND
FLASH
THUNDERSHOCK
SONICBOOM

ELECTRIC-STEEL
STEEL
NORMAL
ELECTRIC
NORMAL

SEEDOT ♀



ABILITY: EARLY BIRD
ITEM: —

QUICK ATTACK
SYNTHESIS
NATURE POWER
SUNNY DAY

GRASS
NORMAL
GRASS
NORMAL
FIRE

IGGLYBUFF ♀



ABILITY: CUTE CHARM
ITEM: —

DIG
FLASH
POUND
CHARM

NORMAL
GROUND
NORMAL
NORMAL
NORMAL

KOFFING ♂



ABILITY: LEVITATE
ITEM: —

SMOG
DESTINY BOND
SCREECH
TACKLE

POISON
POISON
GHOST
NORMAL
NORMAL

GEODUDE ♀



ABILITY: ROCK HEAD
ITEM: —

DEFENSE CURL
ROLLOUT
ROCK SMASH
BLOCK

ROCK-GROUND
NORMAL
ROCK
FIGHTING
NORMAL

BATTLE 10: ELION AREA LEADER ♀

ZUBAT ♀



ABILITY: INNER FOCUS
ITEM: —

SUPERSONIC
LEECH LIFE
BITE
ASTONISH

POISON-FLYING
NORMAL
BUG
DARK
GHOST

DODUO ♂



ABILITY: EARLY BIRD
ITEM: —

PECK
PURSUIT
GROWL
AGILITY

NORMAL-FLYING
FLYING
DARK
NORMAL
PSYCHIC

HOOTHOOT ♀



ABILITY: KEEN EYE
ITEM: —

FORESIGHT
HYPNOSIS
FLASH
DREAM EATER

NORMAL-FLYING
NORMAL
PSYCHIC
NORMAL
PSYCHIC

SWABLU ♂



ABILITY: NATURAL CURE
ITEM: —

PURSUIT
MIRROR MOVE
SING
FURY ATTACK

NORMAL-FLYING
DARK
FLYING
NORMAL
NORMAL

TAILLOW ♂



ABILITY: GUTS
ITEM: —

QUICK ATTACK
DOUBLE TEAM
PECK
SUPERSONIC

NORMAL-FLYING
NORMAL
NORMAL
FLYING
NORMAL

WINGULL ♀



ABILITY: KEEN EYE
ITEM: —







TWISTER
WATER GUN
GROWL
SUPERSONIC

WATER-FLYING
DRAGON
WATER
NORMAL
NORMAL







AREA 2

POKé COUPON: 100 points







BATTLE 11: NEMI LADY ♀

SILCOON ♂  ABILITY: SHED SKIN ITEM: —	HARDEN TACKLE	BUG NORMAL NORMAL
CASCOON ♀  ABILITY: SHED SKIN ITEM: —	HARDEN POISON STING	BUG NORMAL POISON
VOLBEAT ♂  ABILITY: SWARM ITEM: —	GIGA DRAIN TAIL GLOW HELPING HAND MOONLIGHT	BUG GRASS BUG NORMAL NORMAL
ILLUMISE ♀  ABILITY: OBLIVIOUS ITEM: —	QUICK ATTACK CHARM HELPING HAND MOONLIGHT	BUG NORMAL NORMAL NORMAL NORMAL
PLUSLE ♀  ABILITY: PLUS ITEM: —	QUICK ATTACK BATON PASS SUBSTITUTE FAKE TEARS	ELECTRIC NORMAL NORMAL NORMAL DARK
MINUN ♂  ABILITY: MINUS ITEM: —	QUICK ATTACK AGILITY BATON PASS CHARM	ELECTRIC NORMAL PSYCHIC NORMAL NORMAL







BATTLE 12: KELVOR FUN OLD MAN ♂

SPHEAL ♀  ABILITY: THICK FAT ITEM: —	STOCKPILE SPIT UP SWALLOW	ICE-WATER NORMAL NORMAL NORMAL
GULPIN ♂  ABILITY: STICKY HOLD ITEM: —	STOCKPILE SPIT UP SWALLOW	POISON NORMAL NORMAL NORMAL
LILEEP ♂  ABILITY: SUCTION CUPS ITEM: —	STOCKPILE MIRROR COAT SWALLOW SPIT UP	ROCK-GRASS NORMAL PSYCHIC NORMAL NORMAL
WOOPER ♀  ABILITY: WATER ABSORB ITEM: —	STOCKPILE SPIT UP SWALLOW YAWN	WATER-GROUND NORMAL NORMAL NORMAL NORMAL
MAWILE ♀  ABILITY: INTIMIDATE ITEM: —	STOCKPILE SANDSTORM SPIT UP FAKE TEARS	STEEL NORMAL ROCK NORMAL DARK
PELIPPER ♂  ABILITY: KEEN EYE ITEM: —	STOCKPILE SPIT UP SWALLOW	WATER-FLYING NORMAL NORMAL NORMAL







BATTLE 13: VARIAN ATHLETE ♂

PIKACHU ♀  ABILITY: STATIC ITEM: —	THUNDERSHOCK REVERSAL LIGHT SCREEN THUNDER WAVE	ELECTRIC ELECTRIC FIGHTING PSYCHIC ELECTRIC
LARVITAR ♂  ABILITY: GUTS ITEM: —	BITE ATTRACT ROCK SMASH LEER	ROCK-GROUND DARK NORMAL FIGHTING NORMAL
PSYDUCK ♂  ABILITY: DAMP ITEM: —	SCREECH FURY SWIPES PSYBEAM DISABLE	WATER NORMAL NORMAL PSYCHIC NORMAL
MUDKIP ♀  ABILITY: TORRENT ITEM: —	MUD-SLAP GROWL WATER GUN STOMP	WATER GROUND NORMAL WATER NORMAL
TREECKO ♀  ABILITY: OVERGROW ITEM: —	MEGA DRAIN PURSUIT DETECT DRAGONBREATH	GRASS GRASS DARK FIGHTING DRAGON
TORCHIC ♂  ABILITY: BLAZE ITEM: —	FIRE SPIN SCRATCH SAND-ATTACK SWAGGER	FIRE FIRE NORMAL GROUND NORMAL


BATTLE 14: WENDO RIDER ♂

ODDISH ♀  ABILITY: CHLOROPHYLL ITEM: —	RAZOR LEAF POISONPOWDER CUT ACID	GRASS-POISON GRASS POISON NORMAL POISON
CHIKORITA ♂  ABILITY: OVERGROW ITEM: —	RAZOR LEAF REFLECT GRASSWHISTLE BULLET SEED	GRASS GRASS PSYCHIC GRASS GRASS
TEDDIURSA ♂  ABILITY: PICKUP ITEM: —	LICK REST SLEEP TALK SCRATCH	NORMAL GHOST PSYCHIC NORMAL NORMAL
TOTODILE ♀  ABILITY: TORRENT ITEM: —	BITE WATER GUN RAGE MUD SPORT	WATER DARK WATER NORMAL GROUND
PHANPY ♀  ABILITY: PICKUP ITEM: —	FLAIL TACKLE SUNNY DAY ODOR SLEUTH	GROUND NORMAL NORMAL FIRE NORMAL
CYNDAQUIL ♂  ABILITY: BLAZE ITEM: —	SMOKESCREEN FLAME WHEEL SWIFT HOWL	FIRE NORMAL FIRE NORMAL NORMAL


BATTLE 15: KARDEN FUN OLD LADY ♀

BAGON ♂  ABILITY: ROCK HEAD ITEM: —	DRAGON RAGE SCARY FACE BITE TOXIC	DRAGON DRAGON NORMAL DARK POISON
CHINCHOU ♂  ABILITY: ILLUMINATE ITEM: —	SPARK DIVE SUPERSONIC CHARGE	WATER-ELECTRIC ELECTRIC WATER NORMAL ELECTRIC
GRIMER ♂  ABILITY: STENCH ITEM: —	TAUNT SLUDGE GIGA DRAIN DISABLE	POISON DARK POISON GRASS NORMAL
ABRA ♀  ABILITY: SYNCHRONIZE ITEM: —	ENCORE ICE PUNCH TORMENT FIRE PUNCH	PSYCHIC NORMAL ICE DARK FIRE
CARVANHA ♀  ABILITY: ROUGH SKIN ITEM: —	THIEF RAGE SWAGGER SCREECH	WATER-DARK DARK NORMAL NORMAL NORMAL
HOUDOUR ♂  ABILITY: EARLY BIRD ITEM: —	COUNTER EMBER FAINT ATTACK SMOG	DARK-FIRE FIGHTING FIRE DARK POISON


BATTLE 16: SHAIL ROLLER BOY ♂


QWILFISH ♂		WATER-POISON	
	ABILITY: POISON POINT	SPIKES	GROUND
	ITEM: —	POISON STING	POISON
		MINIMIZE	NORMAL
		PIN MISSILE	BUG

CORPHISH ♂		WATER
	ABILITY: SHELL ARMOR	BUBBLE
	ITEM: —	HARDEN
		VICEGRIP
		MUD SPORT
		WATER
		NORMAL
		NORMAL
		GROUND


LUVDISC ♀		WATER
	ABILITY: SWIFT SWIM	CHARM
	ITEM: —	SWEET KISS
		ATTRACT
		RAIN DANCE
		WATER
		NORMAL
		NORMAL
		NORMAL
		WATER


REMORAID ♂		WATER	
	ABILITY: HUSTLE	RAIN DANCE	WATER
	ITEM: —	LOCK-ON	NORMAL
		WATER GUN	WATER
		SUPERSONIC	NORMAL

TENTACOO ♂		WATER-POISON	
	ABILITY: LIQUID OOZE	WRAP	NORMAL
	ITEM: —	ACID	POISON
		SUPERSONIC	NORMAL
		CONSTRICT	NORMAL


GOLDEEN ♂		WATER
	ABILITY: SWIFT SWIM	FLYING
	ITEM: —	NORMAL
	PECK	NORMAL
	HORN ATTACK	NORMAL
	TAIL WHIP	NORMAL
	ATTRACT	NORMAL


BATTLE 17: BASOR HUNTER ♂


CACNEA ♀		GRASS
	ABILITY: SAND VEIL	GRASS
	ITEM: —	GRASS
	ABSORB	POISON
	INGRAIN	POISON
	POISON STING	POISON
	ACID	POISON

GLOOM ♂		GRASS-POISON	
	ABILITY: CHLOROPHYLL	CHARM	NORMAL
	ITEM: —	ACID	POISON
		FLASH	NORMAL
		MOONLIGHT	NORMAL


SKIPLOOM ♂		GRASS-FLYING	
	ABILITY: CHLOROPHYLL	LEECH SEED	GRASS
	ITEM: —	TACKLE	NORMAL
		COTTON SPORE	GRASS
		SYNTHESIS	GRASS


LOMBRE ♀		WATER-GRASS	
	ABILITY: RAIN DISH	FAKE OUT	NORMAL
	ITEM: —	UPROAR	NORMAL
		WATER SPORT	WATER
		RAIN DANCE	WATER

NUZLEAF ♂		GRASS-DARK	
	ABILITY: CHLOROPHYLL	SWAGGER	NORMAL
	ITEM: —	BULLET SEED	GRASS
		TORMENT	DARK
		HARDEN	NORMAL


ROSELIA ♂		GRASS-POISON	
	ABILITY: POISON POINT	MEGA DRAIN	GRASS
	ITEM: —	AROMATHERAPY	GRASS
		STUN SPORE	GRASS
		POISON STING	POISON


BATTLE 18: RABURN RESEARCHER ♂


SENTRET ♀		NORMAL	
	ABILITY: KEEN EYE	FURY SWIPES	NORMAL
	ITEM: —	WATER PULSE	WATER
		DEFENSE CURL	NORMAL
		HELPING HAND	NORMAL

DELIBIRD ♀		ICE-FLYING	
	ABILITY: VITAL SPIRIT ITEM: —	PRESENT AERIAL ACE THIEF FUTURE SIGHT	NORMAL FLYING DARK PSYCHIC


VIBRAVA ♂	GROUND-DRAGON	
	ABILITY: LEVITATE ITEM: —	SAND-ATTACK BITE FAINT ATTACK QUICK ATTACK
		GROUND DARK DARK NORMAL


VOLTORB		ELECTRIC
	ABILITY: SOUNDPROOF ITEM: —	PSYCHIC ROCK ELECTRIC PSYCHIC

RHYHORN ♂		GROUND-ROCK	
	ABILITY: ROCK HEAD	TAIL WHIP	NORMAL
	ITEM: —	ROCK TOMB	ROCK
		HORN ATTACK	NORMAL
		TOXIC	POISON


NATU ♂		PSYCHIC-FLYING	
	ABILITY: EARLY BIRD	FUTURE SIGHT	PSYCHIC
	ITEM: —	CONFUSE RAY	GHOST
		LEER	NORMAL
		WISH	NORMAL

BATTLE 19: VERON COOLTRAINER ♀


GRAVELER ♀		ROCK-GROUND
	ABILITY: ROCK HEAD	MUD SPORT
	ITEM: —	ROCK THROW
		ATTRACT
		DIG
		GROUND

MINUN ♀		ELECTRIC	
	ABILITY: MINUS	SHOCK WAVE	ELECTRIC
	ITEM: —	CHARM	NORMAL
		HELPING HAND	NORMAL
		SUBSTITUTE	NORMAL


SWABLU ♀		NORMAL-FLYING	
	ABILITY: NATURAL CURE	TOXIC	POISON
	ITEM: —	LIGHT SCREEN	PSYCHIC
		FACADE	NORMAL
		FLY	FLYING

WAILMER ♀		WATER
	ABILITY: WATER VEIL ITEM: —	ROCK TOMB SNORE WATER SPORT REST
		ROCK NORMAL WATER PSYCHIC


PLUSLE ♂		ELECTRIC
	ABILITY: PLUS	QUICK ATTACK
	ITEM: —	FAKE TEARS
		SPARK
		THUNDER WAVE
		NORMAL
		DARK
		ELECTRIC
		ELECTRIC


PUPITAR ♂		ROCK-GROUND
	ABILITY: SHED SKIN ITEM: —	BITE STOMP SCREECH SCARY FACE
		DARK NORMAL NORMAL NORMAL

BATTLE 20: ALTOR AREA LEADER ♂


ANORITH ♂		ROCK-BUG
	ABILITY: BATTLE ARMOR	BUG
	ITEM: —	FURY CUTTER
		MUD SPORT
		HARDEN
		METAL CLAW
		GROUND
		NORMAL
		STEEL

ARIADOS ♂		BUG-POISON	
	ABILITY: INSOMNIA	NIGHT SHADE	GHOST
	ITEM: —	POISON STING	POISON
		LEECH LIFE	BUG
		FLASH	NORMAL

LEDIAN ♀		BUG-FLYING	
	ABILITY: EARLY BIRD	AGILITY	PSYCHIC
	ITEM: —	SAFEGUARD	NORMAL
		SUPERSONIC	NORMAL
		FACADE	NORMAL

DUSTOX ♂		BUG-POISON	
	ABILITY: SHIELD DUST	PSYBEAM	PSYCHIC
	ITEM: —	WHIRLWIND	NORMAL
		POISON STING	POISON
		MOONLIGHT	NORMAL

BEAUTIFLY ♀		BUG-FLYING
	ABILITY: SWARM	GIGA DRAIN
	ITEM: —	WHIRLWIND
		MORNING SUN
		GUST
		GRASS
		NORMAL
		NORMAL
		FLYING

YANMA ♂		BUG-FLYING	
	ABILITY: COMPOUNDEYES	SUPERSONIC	NORMAL
	ITEM: —	DOUBLE TEAM	NORMAL
		WING ATTACK	FLYING
		QUICK ATTACK	NORMAL

AREA 3

POKé COUPON: 200 points

BATTLE 21: KLEM GUY ♂

MARILL ♀



ABILITY: HUGE POWER
ITEM: —

TICKLE
ROLLOUT
DEFENSE CURL
TAIL WHIP

WATER
NORMAL
ROCK
NORMAL
NORMAL

GEODUDE ♀



ABILITY: STURDY
ITEM: —

DEFENSE CURL
ROLLOUT
MUD SPORT
TACKLE

ROCK-GROUND
NORMAL
ROCK
GROUND
NORMAL

JIGGLYPUFF ♀



ABILITY: CUTE CHARM
ITEM: —

SING
ROLLOUT
DEFENSE CURL
REST

NORMAL
NORMAL
ROCK
NORMAL
PSYCHIC

VOLTORB



ABILITY: SOUNDPROOF
ITEM: —

SCREECH
ROLLOUT
SPARK
MIRROR COAT

ELECTRIC
NORMAL
ROCK
ELECTRIC
PSYCHIC

WAILMER ♂



ABILITY: OBLIVIOUS
ITEM: —

GROWL
ROLLOUT
DIVE
ROAR

WATER
NORMAL
ROCK
WATER
NORMAL

PHANPY ♂



ABILITY: PICKUP
ITEM: —

DEFENSE CURL
ROLLOUT
FLAIL
ODOR SLEUTH

GROUND
NORMAL
ROCK
NORMAL
NORMAL

BATTLE 22: PROCIO HUNTER ♀

LEDIAN ♀



ABILITY: EARLY BIRD
ITEM: —

SILVER WIND
SAFEGUARD
SWIFT
TOXIC

BUG-FLYING
BUG
NORMAL
NORMAL
POISON

TORKOAL ♂



ABILITY: WHITE SMOKE
ITEM: —

CURSE
BODY SLAM
AMNESIA
FIRE SPIN

FIRE
?
NORMAL
PSYCHIC
FIRE

CHIMECHO ♀



ABILITY: LEVITATE
ITEM: —

SHOCK WAVE
YAWN
PSYWAVE
HEAL BELL

PSYCHIC
ELECTRIC
NORMAL
PSYCHIC
NORMAL

SMEARGLE ♂



ABILITY: OWN TEMPO
ITEM: —

ICY WIND
ASTONISH
DRAGONBREATH
ATTRACT

NORMAL
ICE
GHOST
DRAGON
NORMAL

SANDSLASH ♂



ABILITY: SAND VEIL
ITEM: —

SAND-ATTACK
FLAIL
SAND TOMB
DIG

GROUND
GROUND
NORMAL
GROUND
GROUND

CORSOLA ♀



ABILITY: HUSTLE
ITEM: —

CONFUSE RAY
BUBBLEBEAM
ANCIENTPOWER
BARRIER

WATER-ROCK
GHOST
WATER
ROCK
PSYCHIC

BATTLE 23: DILASI ATHLETE ♀

WOOPER ♂



ABILITY: WATER ABSORB
ITEM: —

SURF
AMNESIA
ANCIENTPOWER
MUD SHOT

WATER-GROUND
WATER
PSYCHIC
ROCK
GROUND

GLIGAR ♂



ABILITY: SAND VEIL
ITEM: —

SANDSTORM
SCREECH
METAL CLAW
QUICK ATTACK

GROUND-FLYING
ROCK
NORMAL
STEEL
NORMAL

CACNEA ♂



ABILITY: SAND VEIL
ITEM: —

NEEDLE ARM
SPIKES
FAINT ATTACK
LEECH SEED

GRASS
GRASS
GROUND
DARK
GRASS

FLAAFFY ♀



ABILITY: STATIC
ITEM: —

SHOCK WAVE
COTTON SPORE
ATTRACT
SECRET POWER

ELECTRIC
ELECTRIC
GRASS
NORMAL
NORMAL

SWINUB ♀



ABILITY: OBLIVIOUS
ITEM: —

DIG
POWDER SNOW
SANDSTORM
MIST

ICE-GROUND
GROUND
ICE
ROCK
ICE

NUMEL ♂



ABILITY: OBLIVIOUS
ITEM: —

EMBER
ROLLOUT
MAGNITUDE
SANDSTORM

FIRE-GROUND
FIRE
ROCK
GROUND
ROCK

BATTLE 24: MENGEL BODYBUILDER ♂

BEAUTIFLY ♂



ABILITY: SWARM
ITEM: —

MORNING SUN
SUNNY DAY
TOXIC
ATTRACT

BUG-FLYING
NORMAL
FIRE
POISON
NORMAL

SUNFLORA ♀



ABILITY: CHLOROPHYLL
ITEM: —

SYNTHESIS
SUNNY DAY
TOXIC
INGRAIN

GRASS
GRASS
FIRE
POISON
GRASS

ROSELIA ♂



ABILITY: POISON POINT
ITEM: —

SYNTHESIS
SUNNY DAY
TOXIC
SPIKES

GRASS-POISON
GRASS
FIRE
POISON
GROUND

VOLBEAT ♀



ABILITY: SWARM
ITEM: —

MOONLIGHT
SUNNY DAY
TOXIC
CONFUSE RAY

BUG
NORMAL
FIRE
POISON
GHOST

ILLUMISE ♀



ABILITY: OBLIVIOUS
ITEM: —

MOONLIGHT
SUNNY DAY
TOXIC
WISH

BUG
NORMAL
FIRE
POISON
NORMAL

DUSTOX ♀



ABILITY: SHIELD DUST
ITEM: —

MOONLIGHT
SUNNY DAY
TOXIC
LIGHT SCREEN

BUG-POISON
NORMAL
FIRE
POISON
PSYCHIC

BATTLE 25: KLAME CHASER ♂

NOSEPASS ♂



ABILITY: MAGNET PULL
ITEM: —

ROCK SLIDE
SHOCK WAVE
THUNDER WAVE
BLOCK

ROCK
ROCK
ELECTRIC
ELECTRIC
NORMAL

CLAMPERL ♂



ABILITY: SHELL ARMOR
ITEM: DEEPSEASCALE

IRON DEFENSE
WHIRLPOOL
ATTRACT
SUPERSONIC

WATER
STEEL
WATER
NORMAL
NORMAL

MACHOKE ♀



ABILITY: GUTS
ITEM: —

SEISMIC TOSS
BULK UP
ROLLING KICK
ATTRACT

FIGHTING
FIGHTING
FIGHTING
FIGHTING
NORMAL

ARIADOS ♂



ABILITY: INSOMNIA
ITEM: —

GIGA DRAIN
TOXIC
STRING SHOT
PURSUIT

BUG-POISON
GRASS
POISON
BUG
DARK

MEDICHAM ♀



ABILITY: PURE POWER
ITEM: —

ROCK TOMB
ATTRACT
CONFUSION
MEDITATE

FIGHTING-PSYCHIC
ROCK
NORMAL
PSYCHIC
PSYCHIC

DELICATY ♂









ABILITY: CUTE CHARM
ITEM: —

HELPING HAND
ASSIST
TOXIC
DIG







NORMAL
NORMAL
POISON
GROUND









BATTLE 26: LONEN ST. PERFORMER ♀

FURRET ♂  ABILITY: KEEN EYE ITEM: — AMNESIA FOLLOW ME HELPING HAND QUICK ATTACK PSYCHIC NORMAL NORMAL NORMAL	LINOONE ♂  ABILITY: PICKUP ITEM: — BELLY DRUM COVET REST FURY SWIPES NORMAL NORMAL PSYCHIC NORMAL	TOGETIC ♀  ABILITY: SERENE GRACE ITEM: — SWEET KISS WISH YAWN FLASH NORMAL-FLYING NORMAL NORMAL NORMAL NORMAL
VIGOROTH ♂  ABILITY: VITAL SPIRIT ITEM: — SCRATCH ENCORE COUNTER AERIAL ACE NORMAL NORMAL FIGHTING FLYING	DUNSPARCE ♂  ABILITY: SERENE GRACE ITEM: — YAWN ENDEAVOR GLARE WATER PULSE NORMAL NORMAL NORMAL WATER	CASTFORM ♂  ABILITY: FORECAST ITEM: — RAIN DANCE HAIL SUNNY DAY TACKLE WATER ICE FIRE NORMAL







BATTLE 27: OMAT GLASSES MAN ♂

SHELGON ♀  ABILITY: ROCK HEAD ITEM: — TWISTER BITE SCARY FACE PROTECT DRAGON DRAGON DARK NORMAL NORMAL	SEALEO ♀  ABILITY: THICK FAT ITEM: — ENCORE WATER GUN POWDER SNOW ICE-WATER NORMAL WATER ICE	LAIRON ♂  ABILITY: ROCK HEAD ITEM: — MUD-SLAP WATER PULSE IRON DEFENSE METAL SOUND STEEL-ROCK GROUND WATER STEEL STEEL
LINOONE ♂  ABILITY: PICKUP ITEM: — DIG ODOR SLEUTH COVET SAND-ATTACK NORMAL GROUND NORMAL NORMAL GROUND	SUNFLORA ♂  ABILITY: CHLOROPHYLL ITEM: — INGRAIN RAZOR LEAF FLASH LIGHT SCREEN GRASS GRASS GRASS NORMAL PSYCHIC	METANG  ABILITY: CLEAR BODY ITEM: — SCARY FACE IRON DEFENSE AERIAL ACE PURSUIT STEEL-PSYCHIC NORMAL STEEL FLYING DARK







BATTLE 28: STEFET RIDER ♀

STARYU  ABILITY: ILLUMINATE ITEM: — COSMIC POWER CAMOUFLAGE WATER GUN RECOVER WATER PSYCHIC NORMAL WATER NORMAL	AIPOM ♀  ABILITY: RUN AWAY ITEM: — BEAT UP FURY SWIPES DOUBLE TEAM ASTONISH NORMAL DARK NORMAL NORMAL GHOST	SMEARGLE ♀  ABILITY: OWN TEMPO ITEM: — TAUNT DISABLE TORMENT COSMIC POWER NORMAL DARK NORMAL DARK PSYCHIC
SPINDA ♂  ABILITY: OWN TEMPO ITEM: — TEETER DANCE THIEF ENCORE PSYCH UP NORMAL NORMAL DARK NORMAL NORMAL	FLAUFFY ♀  ABILITY: STATIC ITEM: — THUNDER WAVE THUNDERSHOCK LIGHT SCREEN FLASH ELECTRIC ELECTRIC ELECTRIC PSYCHIC NORMAL	LOUDRED ♂  ABILITY: SOUNDPROOF ITEM: — POUND ASTONISH SUPERSONIC HOWL NORMAL NORMAL GHOST NORMAL NORMAL

BATTLE 29: DILLOT COOLTRAINER ♂

NOCTOWL ♀  ABILITY: KEEN EYE ITEM: — CONFUSION FLASH FAINT ATTACK FORESIGHT NORMAL-FLYING PSYCHIC NORMAL DARK NORMAL	BEAUTIFLY ♂  ABILITY: SWARM ITEM: — STUN SPORE WHIRLWIND MEGA DRAIN GUST BUG-FLYING GRASS NORMAL GRASS FLYING	WIGGLYTUFF ♀  ABILITY: CUTE CHARM ITEM: — CHARM WATER PULSE POUND DISABLE NORMAL NORMAL WATER NORMAL NORMAL
FORRETRESS ♂  ABILITY: STURDY ITEM: — SPIKES TAKE DOWN TOXIC BIDE BUG-STEEL GROUND NORMAL POISON NORMAL	BANETTE ♂  ABILITY: INSOMNIA ITEM: — CURSE KNOCK OFF REST FAINT ATTACK GHOST ? DARK PSYCHIC DARK	XATU ♂  ABILITY: EARLY BIRD ITEM: — QUICK ATTACK NIGHT SHADE SKILL SWAP CONFUSE RAY PSYCHIC-FLYING NORMAL GHOST PSYCHIC GHOST

BATTLE 30: KUCHER AREA LEADER ♂

QUILAVA ♀  ABILITY: BLAZE ITEM: — EMBER LEER BRICK BREAK PROTECT FIRE FIRE NORMAL FIGHTING NORMAL	MARSHTOMP ♂  ABILITY: TORRENT ITEM: — WATER GUN BIDE FORESIGHT MUD-SLAP WATER-GROUND WATER NORMAL NORMAL GROUND	BAYLEEF ♀  ABILITY: OVERGROW ITEM: — GROWL SECRET POWER FACADE LIGHT SCREEN GRASS NORMAL NORMAL NORMAL PSYCHIC
COMBUSKEN ♂  ABILITY: BLAZE ITEM: — SCRATCH AERIAL ACE DOUBLE KICK SAND-ATTACK FIRE-FIGHTING NORMAL FLYING FIGHTING GROUND	CROCONAW ♂  ABILITY: TORRENT ITEM: — WATER GUN BITE RAGE SCARY FACE WATER WATER DARK NORMAL NORMAL	GROVYLE ♂  ABILITY: OVERGROW ITEM: — MEGA DRAIN SCREECH FURY CUTTER FLASH GRASS GRASS NORMAL BUG NORMAL

AREA 4

POKé COUPON: 400 points

BATTLE 31: OMAK BANDANA GUY ♂

DUNSPARCE ♂	NORMAL
ABILITY: RUN AWAY	RAGE
ITEM: —	NORMAL

SWABLU ♀	NORMAL-FLYING
ABILITY: NATURAL CURE	RAGE
ITEM: —	NORMAL

SNUBBULL ♂	NORMAL
ABILITY: INTIMIDATE	RAGE
ITEM: —	NORMAL

CARVANHA ♂	WATER-DARK
ABILITY: ROUGH SKIN	RAGE
ITEM: —	NORMAL

HOUDOUR ♀	DARK-FIRE
ABILITY: FLASH FIRE	RAGE
ITEM: —	NORMAL

TAILLOW ♂	NORMAL-FLYING
ABILITY: GUTS	RAGE
ITEM: —	NORMAL

BATTLE 32: LUNDA BODYBUILDER ♀

SPINDA ♂	NORMAL
ABILITY: OWN TEMPO	TRICK
ITEM: MACHO BRACE	DIZZY PUNCH
	PSYCHIC
	NORMAL

VOLBEAT ♂	BUG
ABILITY: ILLUMINATE	TRICK
ITEM: WIKI BERRY	SIGNAL BEAM
	PSYCHIC
	BUG

KECLEON ♂	NORMAL
ABILITY: COLOR CHANGE	TRICK
ITEM: CHOICE BAND	ASTONISH
	SUBSTITUTE
	PSYCHIC
	GHOST
	NORMAL

ZIGZAGOON ♂	NORMAL
ABILITY: PICKUP	TRICK
ITEM: FIGY BERRY	DIG
	COVET
	PSYCHIC
	GROUND
	NORMAL

KADABRA ♂	PSYCHIC
ABILITY: INNER FOCUS	TRICK
ITEM: —	KNOCK OFF
	THIEF
	PSYCHIC
	DARK
	DARK

GRUMPIG ♂	PSYCHIC
ABILITY: OWN TEMPO	TRICK
ITEM: MAGO BERRY	THIEF
	SNATCH
	PSYCHIC
	DARK
	DARK

BATTLE 33: TARK RICH BOY ♂

VULPIX ♀	FIRE
ABILITY: FLASH FIRE	SUNNY DAY
ITEM: —	EMBER
	WILL-O-WISP
	SAFEGUARD
	FIRE
	FIRE
	FIRE
	NORMAL

SANDSHREW ♂	GROUND
ABILITY: SAND VEIL	SCRATCH
ITEM: —	COUNTER
	FURY SWIPES
	ROCK SMASH
	NORMAL
	FIGHTING
	NORMAL
	FIGHTING

BELLOSSOM ♀	GRASS
ABILITY: CHLOROPHYLL	CHARM
ITEM: —	FRUSTRATION
	REST
	SWEET SCENT
	NORMAL
	PSYCHIC
	NORMAL

KIRLIA ♂	PSYCHIC
ABILITY: TRACE	CALM MIND
ITEM: —	CONFUSION
	REFLECT
	SKILL SWAP
	PSYCHIC
	PSYCHIC
	PSYCHIC

TAILLOW ♂	NORMAL-FLYING
ABILITY: GUTS	DOUBLE TEAM
ITEM: —	AERIAL ACE
	QUICK ATTACK
	AGILITY
	PSYCHIC
	PSYCHIC

TOGEPI ♂	NORMAL
ABILITY: SERENE GRACE	CHARM
ITEM: —	YAWN
	SWEET KISS
	REST
	NORMAL
	NORMAL
	PSYCHIC

BATTLE 34: DRADA TEACHER ♀

KECLEON ♂	NORMAL
ABILITY: COLOR CHANGE	SCRATCH
ITEM: —	SCREECH
	PSYBEAM
	BIND
	NORMAL
	PSYCHIC
	NORMAL

GIRAFARIG ♀	NORMAL-PSYCHIC
ABILITY: INNER FOCUS	AGILITY
ITEM: —	BATON PASS
	AMNESIA
	GROWL
	PSYCHIC
	PSYCHIC
	NORMAL

SEADRA ♀	WATER
ABILITY: POISON POINT	WATER GUN
ITEM: —	SPLASH
	FACADE
	RAIN DANCE
	NORMAL
	WATER
	WATER

SKIPLOOM ♂	GRASS-FLYING
ABILITY: CHLOROPHYLL	LEECH SEED
ITEM: —	AERIAL ACE
	MEGA DRAIN
	HELPING HAND
	GRASS
	FLYING
	GRASS
	NORMAL

SEAKING ♀	WATER
ABILITY: WATER VEIL	TOXIC
ITEM: —	PSYBEAM
	PECK
	ATTRACT
	POISON
	PSYCHIC
	FLYING
	NORMAL

SNUBBULL ♂	NORMAL
ABILITY: INTIMIDATE	SMELLINGSALT
ITEM: —	SCARY FACE
	BITE
	CHARM
	NORMAL
	DARK
	NORMAL

BATTLE 35: AIKON FUN OLD MAN ♂

MIGHTYENA ♀	DARK
ABILITY: INTIMIDATE	SAND-ATTACK
ITEM: —	ASTONISH
	SWAGGER
	THIEF
	GROUND
	GHOST
	NORMAL
	DARK

AZUMARILL ♀	WATER
ABILITY: HUGE POWER	ROLLOUT
ITEM: —	TAIL WHIP
	WATER GUN
	DEFENSE CURL
	ROCK
	NORMAL
	WATER
	NORMAL


MAGCARGO ♂	FIRE-ROCK
ABILITY: FLAME BODY	ROCK THROW
ITEM: —	SMOG
	ROCK SMASH
	AMNESIA
	ROCK
	POISON
	FIGHTING
	PSYCHIC


SUDOWOODO ♂	ROCK
ABILITY: STURDY	THIEF
ITEM: —	BLOCK
	LOW KICK
	MIMIC
	DARK
	NORMAL
	FIGHTING
	NORMAL


WIGGLYTUFF ♀	NORMAL
ABILITY: CUTE CHARM	DISABLE
ITEM: —	BRICK BREAK
	DOUBLES LAP
	DEFENSE CURL
	FIGHTING
	NORMAL
	NORMAL

SNEASEL ♀	DARK-ICE
ABILITY: INNER FOCUS	FURY SWIPES
ITEM: —	ICY WIND
	BEAT UP
	TORMENT
	NORMAL
	ICE
	DARK
	DARK

BATTLE 36: VESTON RIDER ♂

CHINCHOU ♂		WATER-ELECTRIC	
	ABILITY: ILLUMINATE	CONFUSE RAY	GHOST
	ITEM: —	WATER GUN	WATER
		THUNDER WAVE	ELECTRIC
		RAIN DANCE	WATER

TORKOAL ♀		FIRE
	ABILITY: WHITE SMOKE	?
	ITEM: —	NORMAL
	CURSE	NORMAL
	STRENGTH	NORMAL
	YAWN	NORMAL
	FLAIL	NORMAL


HUNTAIL ♂			WATER
	ABILITY: SWIFT SWIM ITEM: —	WHIRLPOOL MUD SPORT BITE	WATER GROUND DARK


CACNEA ♂		GRASS
	ABILITY: SAND VEIL	TEETER DANCE
	ITEM: —	FAINT ATTACK
		LEECH SEED
		POISON STING
		NORMAL
		DARK
		GRASS
		POISON


WHISCASH ♂		WATER-GROUND	
	ABILITY: OBLIVIOUS	FUTURE SIGHT	PSYCHIC
	ITEM: —	REST	PSYCHIC
		MUD-SLAP	GROUND
		SNORE	NORMAL


SPOINK ♀		PSYCHIC	
	ABILITY: OWN TEMPO	SUBSTITUTE	NORMAL
	ITEM: —	LIGHT SCREEN	PSYCHIC
		PSYWAVE	PSYCHIC
		TORMENT	DARK

BATTLE 37: DEASY LADY ♀

NINJASK ♀		BUG-FLYING	
	ABILITY: SPEED BOOST	DOUBLE TEAM	NORMAL
	ITEM: —	LEECH LIFE	BUG
		SLASH	NORMAL
		SCREECH	NORMAL

GULPIN ♂		POISON
	ABILITY: LIQUID OOZE	FIRE
	ITEM: —	POISON
		GHOST
		NORMAL
	SUNNY DAY	
	SMOG	
	SHADOW BALL	
	ENCORE	


STANTLER ♂		NORMAL	
	ABILITY: INTIMIDATE	CONFUSE RAY	GHOST
	ITEM: —	ASTONISH	GHOST
		LEER	NORMAL
		STOMP	NORMAL
			NORMAL


MANTINE ♀		WATER-FLYING	
	ABILITY: SWIFT SWIM	CONFUSE RAY	GHOST
	ITEM: —	BUBBLE	WATER
		WING ATTACK	FLYING
		AGILITY	PSYCHIC


TROPIUS ♂		GRASS-FLYING
	ABILITY: CHLOROPHYLL	GROWTH
	ITEM: —	RAZOR LEAF
		GUST
		WHIRLWIND
		NORMAL
		GRASS
		FLYING
		NORMAL

PIKACHU ♂		ELECTRIC
	ABILITY: STATIC ITEM: —	QUICK ATTACK LIGHT SCREEN THUNDERSHOCK THUNDER WAVE
		NORMAL PSYCHIC ELECTRIC ELECTRIC

BATTLE 38: KEBILE WORKER ♂


ANORITH ♂		ROCK-BUG	
	ABILITY: BATTLE ARMOR	MUD SPORT	GROUND
	ITEM: —	ANCIENTPOWER	ROCK
		FURY CUTTER	BUG
		HARDEN	NORMAL

RHYHORN ♂		GROUND-ROCK	
	ABILITY: LIGHTNINGROD	SCARY FACE	NORMAL
	ITEM: —	THIEF	DARK
		REVERSAL	FIGHTING
		ROCK BLAST	ROCK


CLAYDOL		GROUND-PSYCHIC	
	ABILITY: LEVITATE ITEM: —	SANDSTORM CONFUSION MUD-SLAP LIGHT SCREEN	ROCK PSYCHIC GROUND PSYCHIC


PSYDUCK ♀		WATER
	ABILITY: DAMP ITEM: —	WATER SPORT DISABLE CONFUSION SURF
		WATER NORMAL PSYCHIC WATER

WAILORD ♂		WATER
	ABILITY: OBLIVIOUS	WHIRLPOOL
	ITEM: —	ROAR
		ASTONISH
		TOXIC
		WATER
		NORMAL
		GHOST
		POISON


PINSIR ♂		BUG	
	ABILITY: HYPER CUTTER	BIND	NORMAL
	ITEM: —	SWORDS DANCE	NORMAL
		VICEGRIP	NORMAL
		FALSE SWIPE	NORMAL


BATTLE 39: DOTON RESEARCHER ♂


SEADRA ♀		WATER
	ABILITY: POISON POINT	SURF
	ITEM: —	DIVE
		WATER
		WATER

VIGOROTH ♂		NORMAL	
	ABILITY: VITAL SPIRIT	CUT	NORMAL
	ITEM: —	ROCK SMASH	FIGHTING
		STRENGTH	NORMAL


VIBRAVA ♂		GROUND-DRAGON	
	ABILITY: LEVITATE	FLY	FLYING
	ITEM: —	DIG	GROUND
		ROCK SMASH	FIGHTING


NUZLEAF ♀		GRASS-DARK	
	ABILITY: EARLY BIRD	CUT	NORMAL
	ITEM: —	FLASH	NORMAL
		STRENGTH	NORMAL

LAIRON ♂		STEEL-ROCK	
	ABILITY: STURDY	CUT	NORMAL
	ITEM: —	ROCK SMASH	FIGHTING
		STRENGTH	NORMAL


LOMBRE ♀	WATER-GRASS	
	ABILITY: SWIFT SWIM ITEM: —	<div>WATERFALL</div> <div>FLASH</div> <div>ROCK SMASH</div> <div>WATER</div> <div>NORMAL</div> <div>FIGHTING</div>

BATTLE 40: VERNICE AREA LEADER ♀

TENTACRUEL ♀		WATER-POISON	
	ABILITY: CLEAR BODY	MIRROR COAT	PSYCHIC
	ITEM: —	ACID	POISON
		SUPERSONIC	NORMAL
		BUBBLEBEAM	WATER

NINETALES ♂		FIRE
	ABILITY: FLASH FIRE	CONFUSE RAY
	ITEM: —	SUNNY DAY
		WILL-O-WISP
		FIRE SPIN
		GHOST
		FIRE
		FIRE
		FIRE

AMPHAROS ♀		ELECTRIC	
	ABILITY: STATIC	THUNDER WAVE	ELECTRIC
	ITEM: —	LIGHT SCREEN	PSYCHIC
		BODY SLAM	NORMAL
		GROWL	NORMAL

RELICANTH ♂		WATER-ROCK
	ABILITY: SWIFT SWIM	RAIN DANCE
	ITEM: —	TAKE DOWN
		ROCK SLIDE
		YAWN
		WATER
		NORMAL
		ROCK
		NORMAL

PHANPY ♂		GROUND
	ABILITY: PICKUP ITEM: —	ROCK SMASH BODY SLAM ODOR SLEUTH DEFENSE CURL
		FIGHTING NORMAL NORMAL NORMAL

SEALED ♀		ICE-WATER
	ABILITY: THICK FAT ITEM: —	ENOCRE NORMAL POWDER SNOW ICE BODY SLAM NORMAL CURSE ?



AREA 5

POKé COUPON: 800 points

BATTLE 41: ZOEL COOLTRAINER ♀

PELIPPER ♀



ABILITY: KEEN EYE
ITEM: —

QUICK ATTACK
WATER GUN
GROWL

WATER-FLYING

NORMAL
WATER
NORMAL

GLIGAR ♂



ABILITY: SAND VEIL
ITEM: —

QUICK ATTACK
SAND-ATTACK
SCREECH
FAINT ATTACK

GROUND-FLYING

NORMAL
GROUND
NORMAL
DARK

DELIBIRD ♀



ABILITY: VITAL SPIRIT
ITEM: —

QUICK ATTACK
WATER PULSE
PRESENT

ICE-FLYING

NORMAL
WATER
NORMAL

GOLBAT ♀



ABILITY: INNER FOCUS
ITEM: —

QUICK ATTACK
AIR CUTTER
BITE

POISON-FLYING

NORMAL
FLYING
DARK

MASQUERAIN ♂



ABILITY: INTIMIDATE
ITEM: —

QUICK ATTACK
WHIRLWIND
WATER SPORT

BUG-FLYING

NORMAL
NORMAL
WATER

YANMA ♂



ABILITY: SPEED BOOST
ITEM: —

QUICK ATTACK
THIEF
FORESIGHT
TOXIC

BUG-FLYING

NORMAL
DARK
NORMAL
POISON

BATTLE 42: LATRIN ATHLETE ♂

GYARADOS ♂



ABILITY: INTIMIDATE
ITEM: —

THRUSH

WATER-FLYING

NORMAL

QUILAVA ♀



ABILITY: BLAZE
ITEM: —

THRUSH

FIRE

NORMAL

PUPITAR ♂



ABILITY: SHED SKIN
ITEM: —

THRUSH

ROCK-GROUND

NORMAL

SHELGON ♀



ABILITY: ROCK HEAD
ITEM: —

THRUSH

DRAGON

NORMAL

WHISCASH ♂



ABILITY: OBLIVIOUS
ITEM: —

THRUSH

WATER-GROUND

NORMAL

CROCONAW ♀



ABILITY: TORRENT
ITEM: —

THRUSH

WATER

NORMAL

BATTLE 43: ESKOLA FUN OLD LADY ♀

AZUMARILL ♀



ABILITY: THICK FAT
ITEM: —

ENCORE
ROLLOUT
WATER PULSE
CHARM

WATER

NORMAL
ROCK
WATER
NORMAL

MACHAMP ♂



ABILITY: GUTS
ITEM: —

ENCORE
FOCUS ENERGY
LEER
KARATE CHOP

FIGHTING

NORMAL
NORMAL
NORMAL
FIGHTING

SWALOT ♂



ABILITY: LIQUID OOZE
ITEM: —

ENCORE
ACID ARMOR
AMNESIA
TOXIC

POISON

NORMAL
NORMAL
PSYCHIC
POISON

KADABRA ♀



ABILITY: SYNCHRONIZE
ITEM: —

ENCORE
CONFUSION
TELEPORT
KINESIS

PSYCHIC

NORMAL
PSYCHIC
PSYCHIC
PSYCHIC

WALREIN ♂



ABILITY: THICK FAT
ITEM: —

ENCORE
ICE BALL
YAWN
REST

ICE-WATER

NORMAL
ICE
NORMAL
PSYCHIC

JUMPLUFF ♀



ABILITY: CHLOROPHYLL
ITEM: —

ENCORE
TAIL WHIP
LEECH SEED
REST

GRASS-FLYING

NORMAL
NORMAL
GRASS
PSYCHIC

BATTLE 44: TOBIT ROLLER BOY ♂

ELECTRIKE ♀



ABILITY: LIGHTNING ROD
ITEM: —

THUNDER WAVE
HOWL
HEADBUTT
QUICK ATTACK

ELECTRIC

ELECTRIC
NORMAL
NORMAL
NORMAL

SKARMORY ♂



ABILITY: STURDY
ITEM: —

SPIKES
SAND-ATTACK
PURSUIT
METAL SOUND

STEEL-FLYING

GROUND
GROUND
DARK
STEEL

ELECTRODE



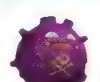
ABILITY: STATIC
ITEM: —

SCREECH
SONICBOOM
TAUNT
ROLLOUT

ELECTRIC

NORMAL
NORMAL
DARK
ROCK

KOFFING ♂



ABILITY: LEVITATE
ITEM: —

POISON GAS
TORMENT
SHOCK WAVE
SHADOW BALL

POISON

POISON
DARK
ELECTRIC
GHOST

CORPHISH ♂



ABILITY: HYPER CUTTER
ITEM: —

WATER PULSE
MUD SPORT
VICEGRIP
HARDEN

WATER

WATER
GROUND
NORMAL
NORMAL

EXPLOUD ♂



ABILITY: SOUNDPROOF
ITEM: —

ASTONISH
ROAR
HOWL
UPROAR

NORMAL

GHOST
NORMAL
NORMAL
NORMAL

BATTLE 45: HOLSO HUNTER ♂

NUZLEAF ♀



ABILITY: CHLOROPHYLL
ITEM: —

RAZOR WIND
NORMAL
SWAGGER
EXTRASENSORY

GRASS-DARK

NORMAL
NORMAL
NORMAL
PSYCHIC

VILEPLUME ♀



ABILITY: CHLOROPHYLL
ITEM: —

AROMATHERAPY
SUNNY DAY
FLASH
PETAL DANCE

GRASS-POISON

GRASS
FIRE
NORMAL
GRASS

CROCONAW ♀



ABILITY: TORRENT
ITEM: —

SLASH
BITE
SCARY FACE
WATER SPORT

WATER

NORMAL
DARK
NORMAL
WATER

BELLOSSOM ♀



ABILITY: CHLOROPHYLL
ITEM: —

MAGICAL LEAF
FLASH
STUN SPORE
SUNNY DAY

GRASS

GRASS
NORMAL
GRASS
FIRE

GOLEM ♀



ABILITY: ROCK HEAD
ITEM: —

MUD SPORT
ATTRACT
ROCK THROW
REST

ROCK-GROUND

GROUND
NORMAL
ROCK
PSYCHIC

ALTARIA ♀



ABILITY: NATURAL CURE
ITEM: —

STEEL WING
ASTONISH
PECK
SUNNY DAY

DRAGON-FLYING

STEEL
GHOST
FLYING
FIRE



BATTLE 46: BERGIN BODYBUILDER ♂

FURRET ♂	NORMAL
ABILITY: KEEN EYE ITEM: SITRUS BERRY	FOLLOW ME NORMAL FIGHTING NORMAL FIGHTING NORMAL FIGHTING NORMAL FIGHTING

XATU ♂	PSYCHIC-FLYING
ABILITY: EARLY BIRD ITEM: MIRACLE SEED	REFRESH GIGA DRAIN PSYCHIC CALM MIND

MEDICHAM ♂	FIGHTING-PSYCHIC
ABILITY: PURE POWER ITEM: PERSIM BERRY	FIRE PUNCH ICE PUNCH THUNDERPUNCH CALM MIND

ZANGOOSE ♂	NORMAL
ABILITY: IMMUNITY ITEM: BLACK BELT	LEER BRICK BREAK SLASH AERIAL ACE

MARSHTOMP ♂	WATER-GROUND
ABILITY: TORRENT ITEM: MYSTIC WATER	MUD SHOT CURSE MUDDY WATER TAKE DOWN

SEVIPER ♂	POISON
ABILITY: SHED SKIN ITEM: BLACKGLASSES	GLARE SWAGGER CRUNCH POISON TAIL

BATTLE 47: HUBOR WORKER ♂

ROSELIA ♀	GRASS-POISON
ABILITY: POISON POINT ITEM: —	MAGICAL LEAF LEECH SEED COTTON SPORE GROWTH

SLUGMA ♀	FIRE
ABILITY: FLAME BODY ITEM: —	AMNESIA EMBER YAWN SMOG

SHARPEDO ♂	WATER-DARK
ABILITY: ROUGH SKIN ITEM: —	LEER SKULL BASH SCARY FACE SURF

WIGGLYTUFF ♀	NORMAL
ABILITY: CUTE CHARM ITEM: —	LIGHT SCREEN MIMIC ROLL OUT DOUBLE SLAP

BRELOOM ♂	GRASS-FIGHTING
ABILITY: EFFECT SPORE ITEM: —	FAKE TEARS HEADBUTT LEECH SEED MACH PUNCH

FLAAFFY ♂	ELECTRIC
ABILITY: STATIC ITEM: —	THUNDER WAVE SHOCK WAVE COTTON SPORE GROWL

BATTLE 48: BANO CHASER ♂

MISDREAVUS ♀	GHOST
ABILITY: LEVITATE ITEM: SITRUS BERRY	CONFUSE RAY PAIN SPLIT TOXIC SHADOW BALL

SWELLOW ♂	NORMAL-FLYING
ABILITY: GUTS ITEM: METAL COAT	AERIAL ACE DOUBLE TEAM STEEL WING SUPERSONIC

WOBBUFFET ♀	PSYCHIC
ABILITY: SHADOW TAG ITEM: PERSIM BERRY	SAFEGUARD MIRROR COAT COUNTER DESTINY BOND

GOLBAT ♂	POISON-FLYING
ABILITY: INNER FOCUS ITEM: SPELL TAG	CONFUSE RAY POISON FANG SHADOW BALL WING ATTACK

QUAGSIRE ♀	WATER-GROUND
ABILITY: DAMP ITEM: MYSTIC WATER	MUD SHOT MUD SPORT YAWN SURF

SANDSLASH ♂	GROUND
ABILITY: SAND VEIL ITEM: BLACK BELT	BRICK BREAK SAND-ATTACK CRUSH CLAW DIG

BATTLE 49: VOTIL GUY ♂

KADABRA ♂	PSYCHIC
ABILITY: INNER FOCUS ITEM: CHERI BERRY	PSYBEAM DISABLE SHOCK WAVE REFLECT

LEDIAN ♀	BUG-FLYING
ABILITY: EARLY BIRD ITEM: TWISTED SPOON	SILVER WIND REFLECT LIGHT SCREEN PSYBEAM

LINOONE ♀	NORMAL
ABILITY: PICKUP ITEM: ORAN BERRY	PIN MISSILE REST BELLY DRUM FURY SWIPES

DODRIO ♂	NORMAL-FLYING
ABILITY: RUN AWAY ITEM: SHARP BEAK	SUPERSONIC AERIAL ACE TRI ATTACK HAZE

CORSOLA ♀	WATER-ROCK
ABILITY: HUSTLE ITEM: MYSTIC WATER	ROCK BLAST SPIKE CANNON AMNESIA SURF

PILOSWINE ♂	ICE-GROUND
ABILITY: OBLIVIOUS ITEM: NEVERMELTICE	BLIZZARD MUD SHOT AMNESIA MIST

BATTLE 50: KONAIAK AREA LEADER ♂

SHUCKLE ♀	BUG-ROCK
ABILITY: STURDY ITEM: —	REST TOXIC WITHDRAW ATTRACT

WYNAUT ♂	PSYCHIC
ABILITY: SHADOW TAG ITEM: —	MIRROR COAT DESTINY BOND COUNTER ENCORE

WOBBUFFET ♂	PSYCHIC
ABILITY: SHADOW TAG ITEM: —	MIRROR COAT ENCORE COUNTER DESTINY BOND

CRADILY ♀	ROCK-GRASS
ABILITY: SUCTION CUPS ITEM: —	CONFUSE RAY AMNESIA INGRAIN MIRROR COAT




DUSCLOPS ♀	GHOST
ABILITY: PRESSURE ITEM: —	SKILL SWAP WILL-O-WISP CONFUSE RAY ATTRACT

MILOTIC ♂	WATER
ABILITY: MARVEL SCALE ITEM: —	CONFUSE RAY ATTRACT MIRROR COAT WATERFALL







AREA 6

POKé COUPON: 1,600 points







BATTLE 51: BERKI COOLTRAINER ♂

LATIAS ♀  ABILITY: LEVITATE ITEM: RED SCARF	CHARM FRUSTRATION ATTRACT HELPING HAND	DRAGON-PSYCHIC NORMAL NORMAL NORMAL NORMAL
DELICATY ♀  ABILITY: CUTE CHARM ITEM: SILK SCARF	DOUBLES LAP COVET FAKE TEARS CHARM	NORMAL NORMAL DARK NORMAL
KIRLIA ♀  ABILITY: TRACE ITEM: GREEN SCARF	TAUNT DISABLE TORMENT HAZE	PSYCHIC DARK DARK NORMAL
MILTANK ♀  ABILITY: THICK FAT ITEM: YELLOW SCARF	STOMP BRICK BREAK MILK DRINK ROLLOUT	NORMAL FIGHTING NORMAL ROCK
ILLUMISE ♀  ABILITY: OBLIVIOUS ITEM: BLUE SCARF	SWEET SCENT COVET FLATTER ATTRACT	BUG NORMAL NORMAL DARK NORMAL
LUVDISC ♀  ABILITY: SWIFT SWIM ITEM: PINK SCARF	SWEET KISS CHARM ATTRACT FRUSTRATION	WATER NORMAL NORMAL NORMAL NORMAL







BATTLE 52: LARET RIDER ♀

BLAZIKEN ♂  ABILITY: BLAZE ITEM: BLACK BELT	FIRE SPIN COUNTER SLASH PECK	FIRE-FIGHTING FIRE FIGHTING NORMAL FLYING
CAMERUPT ♂  ABILITY: MAGMA ARMOR ITEM: CHARCOAL	SCARY FACE EMBER ROCK TOMB AMNESIA	FIRE-GROUND NORMAL FIRE ROCK PSYCHIC
TORKOAL ♂  ABILITY: WHITE SMOKE ITEM: PERSIM BERRY	FIRE SPIN SMOKE SCREEN BODY SLAM IRON DEFENSE	FIRE FIRE NORMAL NORMAL STEEL
TYPHLOSION ♀  ABILITY: BLAZE ITEM: CHERI BERRY	FLAME WHEEL LEER SWIFT HOWL	FIRE FIRE NORMAL NORMAL NORMAL
MAGCARGO ♀  ABILITY: FLAME BODY ITEM: HARD STONE	HARDEN AMNESIA ROCK THROW YAWN	FIRE-ROCK NORMAL PSYCHIC ROCK NORMAL
HOUNDOOM ♂  ABILITY: FLASH FIRE ITEM: CHESTO BERRY	BITE ROAR EMBER WILL-O-WISP	DARK-FIRE DARK NORMAL FIRE FIRE







BATTLE 53: LOPAR GLASSES MAN ♂

MIGHTYENA ♂  ABILITY: INTIMIDATE ITEM: SPELL TAG	CRUNCH YAWN SWAGGER SHADOW BALL	DARK DARK NORMAL NORMAL GHOST
MASQUERAIN ♀  ABILITY: INTIMIDATE ITEM: SILVER POWDER	PSYBEAM SCARY FACE BUBBLEBEAM SILVER WIND	BUG-FLYING PSYCHIC NORMAL WATER BUG
MAWILE ♀  ABILITY: INTIMIDATE ITEM: CITRUS BERRY	TICKLE BATON PASS IRON DEFENSE SWORDS DANCE	STEEL NORMAL NORMAL STEEL NORMAL
GRANBULL ♂  ABILITY: INTIMIDATE ITEM: BLACKGLASSES	TAKE DOWN SNORE REST CRUNCH	NORMAL NORMAL PSYCHIC DARK
HITMONTOP ♂  ABILITY: INTIMIDATE ITEM: SILK SCARF	COUNTER STRENGTH DETECT TRIPLE KICK	FIGHTING FIGHTING NORMAL FIGHTING FIGHTING
STANTLER ♀  ABILITY: INTIMIDATE ITEM: TWISTED SPOON	STOMP EXTRASENSORY CALM MIND HYPNOSIS	NORMAL NORMAL PSYCHIC PSYCHIC PSYCHIC

BATTLE 54: ALENE HUNTER ♀

CROCONAW ♂  ABILITY: TORRENT ITEM: SHARP BEAK	WATERFALL CRUNCH AERIAL ACE LEER	WATER WATER DARK FLYING NORMAL
MURKROW ♀  ABILITY: INSOMNIA ITEM: BLACKGLASSES	FAINT ATTACK HAZE SKY ATTACK NIGHT SHADE	FLYING-DARK DARK ICE FLYING GHOST
MUK ♂  ABILITY: STICKY HOLD ITEM: SPELL TAG	SHADOW PUNCH ACID ARMOR SLUDGE BOMB TOXIC	POISON GHOST POISON POISON POISON
BELLOSSOM ♀  ABILITY: CHLOROPHYLL ITEM: POISON BARB	MAGICAL LEAF SLUDGE BOMB SWORDS DANCE STUN SPORE	GRASS GRASS POISON NORMAL GRASS
PIKACHU ♀  ABILITY: STATIC ITEM: LIGHT BALL	SHOCK WAVE THUNDER WAVE TAIL WHIP FOCUS PUNCH	ELECTRIC ELECTRIC ELECTRIC NORMAL FIGHTING
MACHOKE ♂  ABILITY: GUTS ITEM: RAWST BERRY	VITAL THROW EARTHQUAKE LEER LIGHT SCREEN	FIGHTING FIGHTING GROUND NORMAL PSYCHIC

BATTLE 55: BANBER BODYBUILDER ♀

CRAWDAUNT ♂  ABILITY: HYPER CUTTER ITEM: ORAN BERRY	KNOCK OFF VICEGRIP TAUNT HARDEN	WATER-DARK DARK NORMAL DARK NORMAL
GRIMER ♂  ABILITY: STENCH ITEM: CHESTO BERRY	SCREECH ACID ARMOR DISABLE SLUDGE	POISON NORMAL POISON NORMAL POISON
SWALOT ♂  ABILITY: LIQUID OOZE ITEM: CHERI BERRY	SLUDGE SNATCH YAWN BULLET SEED	POISON POISON DARK NORMAL GRASS
LOUDRED ♂  ABILITY: SOUNDPROOF ITEM: RAWST BERRY	UPROAR SUPERSONIC HOWL HYPER VOICE	NORMAL NORMAL NORMAL NORMAL NORMAL
CRADILY ♂  ABILITY: SUCTION CUPS ITEM: PERSIM BERRY	CONFUSE RAY ASTONISH CONSTRICT SLUDGE BOMB	ROCK-GRASS GHOST GHOST NORMAL POISON
SUDOWOODO ♂  ABILITY: STURDY ITEM: CITRUS BERRY	TAUNT FAINT ATTACK BLOCK ROCK THROW	ROCK DARK DARK NORMAL ROCK

BATTLE 56: BASTO RICH BOY ♂

OCTILLERY ♂	WATER
ABILITY: SUCTION CUPS ITEM: CHERI BERRY	OCTAZOOKA PSYBEAM BULLET SEED THUNDER WAVE
	WATER PSYCHIC GRASS ELECTRIC

TENTACRUEL ♀	WATER-POISON
ABILITY: LIQUID OOZE ITEM: POISON BARB	BARRIER BUBBLEBEAM MIRROR COAT ACID
	PSYCHIC WATER PSYCHIC POISON

AZUMARILL ♀	WATER
ABILITY: HUGE POWER ITEM: SEA INCENSE	WATER PULSE DEFENSE CURL TAIL WHIP ROLLOUT
	WATER NORMAL NORMAL ROCK

LUVDISC ♀	WATER
ABILITY: SWIFT SWIM ITEM: ORAN BERRY	FLAIL SAFEGUARD SWEET KISS CHARM
	NORMAL NORMAL NORMAL NORMAL

SEAKING ♂	WATER
ABILITY: WATER VEIL ITEM: PERSIM BERRY	TAIL WHIP SURF MUD SPORT SUPERSONIC
	NORMAL WATER GROUND NORMAL

QWILFISH ♂	WATER-POISON
ABILITY: POISON POINT ITEM: MYSTIC WATER	WATER PULSE MINIMIZE PIN MISSILE SUPERSONIC
	WATER NORMAL BUG NORMAL

BATTLE 57: MINO ST. PERFORMER ♀

MURKROW ♀	DARK-FLYING
ABILITY: INSOMNIA ITEM: BLACKGLASSES	AERIAL ACE PURSUIT ASTONISH HAZE
	FLYING DARK GHOST ICE

SABLEYE ♀	DARK-GHOST
ABILITY: KEEN EYE ITEM: PERSIM BERRY	FAKE OUT FAINT ATTACK SNATCH NIGHT SHADE
	NORMAL DARK DARK GHOST

HOUNDOOM ♂	DARK-FIRE
ABILITY: FLASH FIRE ITEM: PECHA BERRY	TAUNT COUNTER DOUBLE TEAM BITE
	DARK FIGHTING NORMAL DARK

SHIFTRY ♂	GRASS-DARK
ABILITY: EARLY BIRD ITEM: TWISTEDSPOON	EXTRASENSORY REST NATURE POWER GROWTH
	PSYCHIC PSYCHIC NORMAL NORMAL

ABSOL ♂	DARK
ABILITY: PRESSURE ITEM: SILK SCARF	DOUBLE TEAM SWORDS DANCE SLASH BATON PASS
	NORMAL NORMAL NORMAL NORMAL

SNEASEL ♀	DARK-ICE
ABILITY: INNER FOCUS ITEM: RAWST BERRY	SNATCH SLASH ICY WIND AGILITY
	DARK NORMAL ICE PSYCHIC

BATTLE 58: KITEL BANDANA GUY ♂

CACTURNE ♂	GRASS-DARK
ABILITY: SAND VEIL ITEM: MIRACLE SEED	TEETER DANCE NEEDLE ARM GROWTH PROTECT
	NORMAL GRASS NORMAL NORMAL

SMEARGLE ♀	NORMAL
ABILITY: OWN TEMPO ITEM: PECHA BERRY	TEETER DANCE OUTRAGE PETAL DANCE
	NORMAL DRAGON GRASS

SPINDA ♀	NORMAL
ABILITY: OWN TEMPO ITEM: BLACK BELT	TEETER DANCE ASSIST BRICK BREAK HYPNOSIS
	NORMAL NORMAL FIGHTING PSYCHIC

MAGCARGO ♂	FIRE-ROCK
ABILITY: MAGMA ARMOR ITEM: TWISTEDSPOON	ROCK THROW ACID ARMOR EMBER AMNESIA
	ROCK POISON FIRE PSYCHIC

GRUMPIG ♂	PSYCHIC
ABILITY: OWN TEMPO ITEM: CITRUS BERRY	CONFUSE RAY SUBSTITUTE PSYBEAM MAGIC COAT
	GHOST NORMAL PSYCHIC PSYCHIC

SHEDINJA	BUG-GHOST
ABILITY: WONDER GUARD ITEM: SILVER POWDER	FURY SWIPES SILVER WIND CONFUSE RAY SPITE
	NORMAL BUG GHOST GHOST

BATTLE 59: RONIX WORKER ♂

COMBUSKEN ♂	FIRE-FIGHTING
ABILITY: BLAZE ITEM: SILK SCARF	BULK UP BRICK BREAK SLASH FIRE SPIN
	FIGHTING FIGHTING NORMAL FIRE

WHISCASH ♂	WATER-GROUND
ABILITY: OBLIVIOUS ITEM: MAGNET	MUD SPORT SPARK WATERFALL MAGNITUDE
	GROUND ELECTRIC WATER GROUND

TROPIUS ♀	GRASS-FLYING
ABILITY: CHLOROPHYLL ITEM: MYSTIC WATER	NATURE POWER AERIAL ACE GIGA DRAIN LEER
	NORMAL FLYING GRASS NORMAL

SNEASEL ♀	DARK-ICE
ABILITY: INNER FOCUS ITEM: BLACKGLASSES	FAKE OUT BEAT UP ICY WIND FAINT ATTACK
	NORMAL DARK ICE DARK

KECLEON ♀	NORMAL
ABILITY: COLOR CHANGE ITEM: HARD STONE	MAGIC COAT ANCIENTPOWER PSYBEAM SLASH
	PSYCHIC ROCK PSYCHIC NORMAL

SWALOT ♂	POISON
ABILITY: LIQUID OOZE ITEM: TWISTEDSPOON	YAWN ENCORE DREAM EATER SLUDGE BOMB
	NORMAL NORMAL PSYCHIC POISON

BATTLE 60: ATRICE AREA LEADER ♀

PILOSWINE ♂	ICE-GROUND
ABILITY: OBLIVIOUS ITEM: NEVERMELTICE	MUD SHOT BLIZZARD LIGHT SCREEN MIST
	GROUND ICE PSYCHIC ICE

PINSIR ♂	BUG
ABILITY: HYPER CUTTER ITEM: PERSIM BERRY	SEISMIC TOSS GUILLOTINE BIND HARDEN
	FIGHTING NORMAL NORMAL NORMAL

WAILORD ♀	WATER
ABILITY: WATER VEIL ITEM: CHERI BERRY	WATER PULSE SLEEP TALK REST AMNESIA
	WATER NORMAL PSYCHIC PSYCHIC

TENTACRUEL ♂	WATER-POISON
ABILITY: CLEAR BODY ITEM: PECHA BERRY	SUPERSONIC ACID BUBBLEBEAM CONSTRICT
	NORMAL POISON WATER NORMAL

GLOOM ♀	GRASS-POISON
ABILITY: CHLOROPHYLL ITEM: RAWST BERRY	SUNNY DAY ACID RAZOR LEAF MOONLIGHT
	FIRE POISON GRASS NORMAL

WEEZING ♂	POISON
ABILITY: LEVITATE ITEM: POISON BARB	SHOCK WAVE WH-O-WISP SLUDGE MEGABLAST
	ELECTRIC FIRE POISON DARK

AREA 7

POKé COUPON: 1,800 points

BATTLE 61: PLATEN RESEARCHER ♂

SABLEYE ♂



ABILITY: KEEN EYE
ITEM: PERSIM BERRY

NIGHT SHADE
DETECT
RECOVER
CONFUSE RAY
GHOST
FIGHTING
NORMAL
GHOST

DUSCLOPS ♀



ABILITY: PRESSURE
ITEM: RAWST BERRY

NIGHT SHADE
DESTINY BOND
CURSE
CONFUSE RAY
GHOST
GHOST
GHOST
GHOST

KINGDRA ♂



ABILITY: SWIFT SWIM
ITEM: CHERI BERRY

DRAGON RAGE
PROTECT
REST
ATTRACT
WATER-DRAGON
DRAGON
NORMAL
PSYCHIC
NORMAL

SHELGON ♀



ABILITY: ROCK HEAD
ITEM: ASPEAR BERRY

DRAGON RAGE
SCARY FACE
PROTECT
ATTRACT
DRAGON
NORMAL
NORMAL
NORMAL

HARIYAMA ♂



ABILITY: THICK FAT
ITEM: PECHA BERRY

SEISMIC TOSS
DETECT
SAND-ATTACK
FORESIGHT
FIGHTING
FIGHTING
GROUND
NORMAL

WEEZING ♀



ABILITY: LEVITATE
ITEM: SITRUS BERRY

PSYWAVE
MEMENTO
DESTINY BOND
PAIN SPLIT
POISON
PSYCHIC
DARK
GHOST
NORMAL

BATTLE 62: TALMEN LADY ♀

RAICHU ♂



ABILITY: STATIC
ITEM: SILK SCARF

SHOCK WAVE
CHARM
SLAM
DOUBLE TEAM
ELECTRIC
ELECTRIC
NORMAL
NORMAL

LANTURN ♀



ABILITY: VOLT ABSORB
ITEM: MAGNET

SPARK
AMNESIA
WATER PULSE
CHARGE
WATER-ELECTRIC
ELECTRIC
PSYCHIC
WATER
ELECTRIC

ARIADOS ♂



ABILITY: SWARM
ITEM: SILVER POWDER

SCARY FACE
PSYCHIC
SPIDER WEB
BUG-POISON
NORMAL
BUG
PSYCHIC
BUG

PUPITAR ♂



ABILITY: SHED SKIN
ITEM: BLACKGLASSES

BITE
ANCIENTPOWER
SCREECH
SCARY FACE
ROCK-GROUND
DARK
ROCK
NORMAL
NORMAL

MEGANIUM ♀



ABILITY: OVERGROW
ITEM: MIRACLE SEED

LEECH SEED
RAZOR LEAF
LIGHT SCREEN
SYNTHESIS
GRASS
GRASS
GRASS
PSYCHIC
GRASS

AIPOM ♂



ABILITY: RUN AWAY
ITEM: SPELL TAG

TICKLE
ASTONISH
AGILITY
SWIFT
NORMAL
NORMAL
GHOST
PSYCHIC
NORMAL

BATTLE 63: TRANK RIDER ♂

LOUDRED ♂



ABILITY: SOUNDPROOF
ITEM: PERSIM BERRY

STOMP
ROAR
SNORE
REST
NORMAL
NORMAL
NORMAL
PSYCHIC

OCTILLERY ♂



ABILITY: SUCTION CUPS
ITEM: SITRUS BERRY

AURORA BEAM
FOCUS ENERGY
BUBBLEBEAM
THUNDER WAVE
WATER
ICE
NORMAL
WATER
ELECTRIC

CROBAT ♂



ABILITY: INNER FOCUS
ITEM: CHERI BERRY

BITE
CONFUSE RAY
AIR CUTTER
POISON FANG
POISON-FLYING
DARK
GHOST
FLYING
POISON

QUAGSIRE ♀



ABILITY: WATER ABSORB
ITEM: LUM BERRY

SLAM
WATER PULSE
YAWN
MUD SHOT
WATER-GROUND
NORMAL
WATER
NORMAL
GROUND

LUNATONE



ABILITY: LEVITATE
ITEM: ASPEAR BERRY

HYPNOSIS
CREAM MIND
PSYWAVE
FUTURE SIGHT
ROCK-PSYCHIC
PSYCHIC
PSYCHIC
PSYCHIC
PSYCHIC

BANETTE ♀



ABILITY: INSOMNIA
ITEM: PECHA BERRY

NIGHT SHADE
SNATCH
WILL-O-WISP
DESTINY BOND
GHOST
GHOST
DARK
FIRE
GHOST

BATTLE 64: LARIAL TEACHER ♀

SLAKING ♂



ABILITY: TRUANT
ITEM: PECHA BERRY

COVET
SLACK OFF
SWAGGER
YAWN
NORMAL
NORMAL
NORMAL
NORMAL

JUMPLUFF ♀



ABILITY: CHLOROPHYLL
ITEM: RAWST BERRY

HELPING HAND
LEECH SEED
PROTECT
SYNTHESIS
GRASS-FLYING
NORMAL
GRASS
NORMAL
GRASS

MACHAMP ♀



ABILITY: GUTS
ITEM: PERSIM BERRY

ATTRACT
FORESIGHT
SUBMISSION
SCARY FACE
FIGHTING
NORMAL
NORMAL
FIGHTING
NORMAL

XATU ♂



ABILITY: EARLY BIRD
ITEM: CHERI BERRY

NIGHT SHADE
FUTURE SIGHT
CONFUSE RAY
SHADOW BALL
PSYCHIC-FLYING
GHOST
PSYCHIC
GHOST
GHOST

RHYDON ♂



ABILITY: LIGHTNINGROD
ITEM: SITRUS BERRY

ROCK BLAST
BRICK BREAK
PROTECT
ROCK ROMB
GROUND-ROCK
ROCK
FIGHTING
NORMAL
ROCK

GYARADOS ♂



ABILITY: INTIMIDATE
ITEM: MYSTIC WATER

BITE
DRAGON DANCE
WATER PULSE
STRENGTH
WATER-FLYING
DARK
DRAGON
WATER
NORMAL

BATTLE 65: AREK HUNTER ♂

DELIBIRD ♂



ABILITY: HUSTLE
ITEM: CHERI BERRY

FUTURE SIGHT
RETURN
PRESENT
FOCUS PUNCH
ICE-FLYING
PSYCHIC
NORMAL
NORMAL
FIGHTING

DODRIO ♂



ABILITY: EARLY BIRD
ITEM: SHARP BEAK

AERIAL ACE
TORMENT
STEEL WING
HAZE
NORMAL-FLYING
FLYING
DARK
STEEL
ICE

MURKROW ♀



ABILITY: INSOMNIA
ITEM: BLACKGLASSES

MIRROR MOVE
FAINT ATTACK
CALM MIND
NIGHT SHADE
DARK-FLYING
FLYING
DARK
PSYCHIC
GHOST

ALTARIA ♀



ABILITY: NATURAL CURE
ITEM: DRAGON FANG

AERIAL ACE
DRAGONBREATH
SING
ASTONISH
WATER-FLYING
FLYING
DRAGON
NORMAL
GHOST

GLIGAR ♂



ABILITY: HYPER CUTTER
ITEM: PERSIM BERRY

FAINT ATTACK
SCREECH
SLASH
METAL CLAW
GROUND-FLYING
DARK
NORMAL
NORMAL
STEEL







PELIPPER ♂









ABILITY: KEEN EYE
ITEM: SEA INCENSE

MIST
WATER PULSE
SUPERSONIC
WING ATTACK
WATER-FLYING
ICE
WATER
NORMAL
FLYING







BATTLE 66: MAZZEL ATHLETE ♀

QUILAVA ♀  ABILITY: BLAZE ITEM: BLACK BELT FLAME WHEEL CRUSH CLAW PROTECT BRICK BREAK FIRE NORMAL NORMAL FIGHTING	SEALEO ♂  ABILITY: THICK FAT ITEM: CHERI BERRY AURORA BEAM REST BODY SLAM SNORE ICE-WATER ICE PSYCHIC NORMAL NORMAL	GIRAFARIG ♂  ABILITY: EARLY BIRD ITEM: CHESTO BERRY PSYBEAM REST CRUNCH ODOR SLEUTH NORMAL-PSYCHIC PSYCHIC PSYCHIC DARK NORMAL
MILTANK ♀  ABILITY: THICK FAT ITEM: SPELL TAG SHADOW BALL REST BODY SLAM SLEEP TALK NORMAL GHOST PSYCHIC NORMAL NORMAL	GOLEM ♂  ABILITY: STURDY ITEM: RAWST BERRY SELFDESTRUCT MUD SPORT ROCK TOMB MAGNITUDE ROCK-GROUND NORMAL GROUND ROCK GROUND	BAYLEEF ♂  ABILITY: OVERGROW ITEM: SILK SCARF BODY SLAM GRASSWHISTLE GIGA DRAIN PROTECT GRASS GRASS GRASS GRASS NORMAL







BATTLE 67: VELIS BODYBUILDER ♀

ARMALDO ♂  ABILITY: BATTLE ARMOR ITEM: PECHA BERRY SLASH MUD SPORT ANCIENTPOWER SANDSTORM ROCK-BUG NORMAL GROUND ROCK ROCK	CRADILY ♀  ABILITY: SUCTION CUPS ITEM: RAWST BERRY ANCIENTPOWER INGRAIN GIGA DRAIN AMNESIA ROCK-GRASS ROCK GRASS GRASS PSYCHIC	NOSEPASS ♂  ABILITY: MAGNET PULL ITEM: ASPEAR BERRY FACADE ROCK THROW THUNDER WAVE SANDSTORM ROCK NORMAL ROCK ELECTRIC ROCK
CORSOLA ♀  ABILITY: HUSTLE ITEM: MYSTIC WATER BUBBLEBEAM STRENGTH MIRROR COAT REFRESH WATER-ROCK WATER NORMAL PSYCHIC NORMAL	SUDOWOODO ♂  ABILITY: ROCK HEAD ITEM: HARD STONE BLOCK LOW KICK MIMIC FLAIL ROCK NORMAL FIGHTING NORMAL NORMAL	LAIRON ♂  ABILITY: ROCK HEAD ITEM: SILK SCARF TAKE DOWN ROAR IRON DEFENSE METAL CLAW STEEL-ROCK NORMAL NORMAL STEEL STEEL







BATTLE 68: WOGORT FUN OLD MAN ♂

SHIFTRY ♀  ABILITY: CHLOROPHYLL ITEM: LEPPA BERRY GIGA DRAIN FAKE OUT AERIAL ACE FAINT ATTACK GRASS-DARK GRASS NORMAL FLYING DARK	MIGHTYENA ♂  ABILITY: INTIMIDATE ITEM: PERSIM BERRY SUNNY DAY SHADOW BALL BITE YAWN DARK FIRE GHOST DARK NORMAL	UMBREON ♀  ABILITY: SYNCHRONIZE ITEM: LUM BERRY TOXIC SCREECH CONFUSE RAY MEAN LOOK DARK POISON NORMAL GHOST NORMAL
ABSOL ♂  ABILITY: PRESSURE ITEM: BLACKGLASSES SHADOW BALL FAINT ATTACK AERIAL ACE PERISH SONG DARK GHOST DARK FLYING NORMAL	CACTURNE ♀  ABILITY: SAND VEIL ITEM: RAWST BERRY SPIKES SAND-ATTACK TOXIC LEECH SEED GRASS-DARK GROUND GROUND POISON GRASS	CRAWDAUNT ♀  ABILITY: HYPER CUTTER ITEM: BLACK BELT BODY SLAM TAUNT DIVE BRICK BREAK WATER-DARK NORMAL DARK WATER FIGHTING

BATTLE 69: DETTA COOLTRAINER ♀

KINGDRA ♀  ABILITY: SWIFT SWIM ITEM: DRAGON FANG TWISTER ICE BEAM DISABLE DIVE WATER-DRAGON DRAGON ICE NORMAL WATER	GOLBAT ♂  ABILITY: INNER FOCUS ITEM: SITRUS BERRY RAIN DANCE BITE AIR CUTTER POISON FANG POISON-FLYING WATER DARK FLYING POISON	SWAMPERT ♂  ABILITY: TORRENT ITEM: SOFT SAND MUD SHOT WATER PULSE MUD SPORT ROAR WATER-GROUND GROUND WATER GROUND NORMAL
SKARMORY ♂  ABILITY: STURDY ITEM: SHARP BEAK SPIKES ROAR AERIAL ACE FACADE STEEL-FLYING GROUND NORMAL FLYING NORMAL	FERALIGATR ♂  ABILITY: TORRENT ITEM: PERSIM BERRY SLASH SCREECH CRUNCH MUD SPORT WATER NORMAL NORMAL DARK GROUND	STARMIE  ABILITY: NATURAL CURE ITEM: CHERI BERRY BUBBLEBEAM RAIN DANCE CAMOUFLAGE ICE BEAM WATER-PSYCHIC WATER WATER NORMAL ICE

BATTLE 70: LANGOT AREA LEADER ♀

VILEPLUME ♀  ABILITY: CHLOROPHYLL ITEM: RAWST BERRY FACADE SUNNY DAY GIGA DRAIN TOXIC GRASS-POISON NORMAL FIRE GRASS POISON	ALTARIA ♀  ABILITY: NATURAL CURE ITEM: SPELL TAG DRAGONBREATH SING ASTONISH SECRET POWER DRAGON-FLYING DRAGON NORMAL GHOST NORMAL	URSARING ♂  ABILITY: GUTS ITEM: SILK SCARF LICK REST SLASH SLEEP TALK NORMAL GHOST PSYCHIC NORMAL NORMAL
FURRET ♂  ABILITY: KEEN EYE ITEM: PERSIM BERRY HELPING HAND QUICK ATTACK SLAM ASSIST NORMAL NORMAL NORMAL NORMAL	BANETTE ♂  ABILITY: INSOMNIA ITEM: TWISTEDSPOON WILL-O-WISP PSYCHIC SKILL SWAP DISABLE GHOST FIRE PSYCHIC PSYCHIC NORMAL	GOLEM ♀  ABILITY: ROCK HEAD ITEM: CHESTO BERRY ATTRACT DOUBLE-EDGE REST ROCK TOMB ROCK-GROUND NORMAL NORMAL PSYCHIC ROCK



AREA 8

POKé COUPON: 2,000 points

BATTLE 71: HITES ROLLER BOY ♂

MEDICHAM ♀



ABILITY: PURE POWER
ITEM: SALAC BERRY

FIGHTING-PSYCHIC
MIND READER
HI JUMP KICK
DYNAMICPUNCH
DETECT
NORMAL
FIGHTING
FIGHTING
FIGHTING

PORYGON2



ABILITY: TRACE
ITEM: PERSIM BERRY

LOCK-ON
BLIZZARD
ZAP CANNON
CONVERSION 2
NORMAL
NORMAL
ICE
ELECTRIC
NORMAL

NOSEPASS ♂



ABILITY: MAGNET PULL
ITEM: MAGNET

LOCK-ON
TORMENT
ZAP CANNON
BLOCK
ROCK
NORMAL
DARK
ELECTRIC
NORMAL

BRELOOM ♂



ABILITY: EFFECT SPORE
ITEM: LAX INCENSE

GRASS-FIGHTING
MIND READER
SPORE
IRON TAIL
HEADBUTT
NORMAL
GRASS
STEEL
NORMAL

MAGNETON



ABILITY: STURDY
ITEM: RAWST BERRY

LOCK-ON
TRI ATTACK
ZAP CANNON
PROTECT
ELECTRIC-STEEL
NORMAL
NORMAL
ELECTRIC
NORMAL

MASQUERAIN ♀



ABILITY: INTIMIDATE
ITEM: NEVERMELTICE

BUG-FLYING
MIND READER
STUN SPORE
BLIZZARD
HYDRO PUMP
NORMAL
GRASS
ICE
WATER

BATTLE 72: GOHON FUN OLD LADY ♀

RAICHU ♂



ABILITY: STATIC
ITEM: BRIGHT POWDER

ELECTRIC
THUNDER
LIGHT SCREEN
THUNDER WAVE
REVERSAL
ELECTRIC
PSYCHIC
ELECTRIC
FIGHTING

GOLDUCK ♂



ABILITY: DAMP
ITEM: TWISTEDSPOON

WATER
WATERFALL
RAIN WHIP
PSYCHIC
DISABLE
WATER
NORMAL
PSYCHIC
NORMAL

DONPHAN ♀



ABILITY: STURDY
ITEM: HARD STONE

GROUND
EARTHQUAKE
DEFENSE CURL
COUNTER
ROLLOUT
GROUND
NORMAL
FIGHTING
ROCK

PINSIR ♂



ABILITY: HYPER CUTTER
ITEM: BLACK BELT

BUG
REVENGE
TOXIC
STRENGTH
SWORDS DANCE
FIGHTING
POISON
NORMAL
NORMAL

GROVYLE ♀



ABILITY: OVERGROW
ITEM: DRAGON FANG

GRASS
GIGA DRAIN
SAFEGUARD
DRAGONBREATH
RAIN DANCE
GRASS
NORMAL
DRAGON
WATER

WIGGLYTUFF ♀



ABILITY: CUTE CHARM
ITEM: SITRUS BERRY

NORMAL
MIMIC
BODY SLAM
PERISH SONG
ROLLOUT
NORMAL
NORMAL
NORMAL
ROCK

BATTLE 73: LAZKO BODYBUILDER ♂

BLAZIKEN ♂



ABILITY: BLAZE
ITEM: LEFTOVERS

FIRE-FIGHTING
COUNTER
SLASH
SKY UPPERCUT
PECK
FIGHTING
NORMAL
FIGHTING
FLYING

VIGOROTH ♂



ABILITY: VITAL SPIRIT
ITEM: FOCUS BAND

NORMAL
COUNTER
FLAIL
ENDURE
ENCORE
FIGHTING
NORMAL
NORMAL
NORMAL

HARIYAMA ♂



ABILITY: THICK FAT
ITEM: KING'S ROCK

FIGHTING
COUNTER
VITAL THROW
FAKE OUT
WHIRLWIND
FIGHTING
FIGHTING
NORMAL
NORMAL

WOBBUFFET ♂



ABILITY: SHADOW TAG
ITEM: QUICK CLAW

PSYCHIC
COUNTER
DESTINY BOND
MIRROR COAT
ENCORE
FIGHTING
GHOST
PSYCHIC
NORMAL

TENTACRUEL ♀



ABILITY: CLEAR BODY
ITEM: LUM BERRY

WATER-POISON
MIRROR COAT
HYDRO PUMP
BARRIER
ACID
PSYCHIC
WATER
PSYCHIC
POISON

MILOTIC ♀



ABILITY: MARVEL SCALE
ITEM: SITRUS BERRY

WATER
MIRROR COAT
TWISTER
HYDRO PUMP
REFRESH
PSYCHIC
DRAGON
WATER
NORMAL

BATTLE 74: PUROS RICH BOY ♂

BRELOOM ♂



ABILITY: EFFECT SPORE
ITEM: BLACK BELT

GRASS-FIGHTING
SPORE
COUNTER
FOCUS PUNCH
RETURN
GRASS
FIGHTING
FIGHTING
NORMAL

GARDEVOIR ♀



ABILITY: SYNCHRONIZE
ITEM: PERSIM BERRY

PSYCHIC
DREAM EATER
PSYCHIC
HYPNOSIS
SHOCK WAVE
PSYCHIC
PSYCHIC
PSYCHIC
ELECTRIC

LUDICOLO ♂



ABILITY: RAIN DISH
ITEM: SEA INCENSE

WATER-GRASS
PROTECT
EARTHQUAKE
LEECH SEED
RAIN DANCE
NORMAL
WATER
GRASS
WATER

WEEZING ♀



ABILITY: LEVITATE
ITEM: —

POISON
WILL-O-WISP
FACADE
SLUDGE BOMB
THIEF
FIRE
NORMAL
POISON
DARK

FORRETRESS ♂



ABILITY: STURDY
ITEM: CHERI BERRY

BUG-STEEL
SELFDSTRUCT
TOXIC
PROTECT
SPIKES
NORMAL
POISON
NORMAL
GROUND

SHUCKLE ♀



ABILITY: STURDY
ITEM: LEFTOVERS

BUG-ROCK
WRAP
PROTECT
TOXIC
ENCORE
NORMAL
NORMAL
POISON
NORMAL

BATTLE 75: KRIGON CHASER ♂

TYPHLOSION ♀



ABILITY: BLAZE
ITEM: BRIGHT POWDER

FIRE
FLAMETHROWER
REVERSAL
QUICK ATTACK
ATTRACT
FIRE
FIGHTING
NORMAL
NORMAL

MISDREAVUS ♀



ABILITY: LEVITATE
ITEM: LUM BERRY

GHOST
PAIN SPLIT
CONFUSE RAY
DESTINY BOND
SKILL SWAP
NORMAL
GHOST
GHOST
PSYCHIC

CAMERUPT ♀



ABILITY: MAGMA ARMOR
ITEM: LAX INCENSE

FIRE-GROUND
DOUBLE-EDGE
EARTHQUAKE
FLAMETHROWER
SCARY FACE
NORMAL
GROUND
FIRE
NORMAL

LUNATONE



ABILITY: LEVITATE
ITEM: TWISTEDSPOON

ROCK-PSYCHIC
SKILL SWAP
LIGHT SCREEN
PSYCHIC
TOXIC
PSYCHIC
PSYCHIC
POISON

AMPHAROS ♂



ABILITY: STATIC
ITEM: SILK SCARF

ELECTRIC
THUNDER WAVE
THUNDERBOLT
LIGHT SCREEN
BODY SLAM
ELECTRIC
ELECTRIC
PSYCHIC
NORMAL

SOLROCK



ABILITY: LEVITATE
ITEM: ASPEAR BERRY

ROCK-PSYCHIC
HARDEN
PSYCHIC
SKILL SWAP
COSMIC POWER
NORMAL
PSYCHIC
PSYCHIC
PSYCHIC

BATTLE 76: ZELMO HUNTER ♀

CHIMECHO ♂	PSYCHIC
ABILITY: LEVITATE ITEM: TWISTED SPOON	SKILL SWAP YAWN PSYCHIC HEAL BELL PSYCHIC NORMAL PSYCHIC NORMAL

CLAYDOL	GROUND-PSYCHIC
ABILITY: LEVITATE ITEM: PERSIM BERRY	SKILL SWAP COSMIC POWER PROTECT LIGHT SCREEN PSYCHIC PSYCHIC NORMAL PSYCHIC

MAGNETON	ELECTRIC-STEEL
ABILITY: MAGNET PULL ITEM: MAGNET	THUNDER SUPERSONIC METAL SOUND PROTECT ELECTRIC NORMAL STEEL NORMAL

SCEPTILE ♂	GRASS
ABILITY: OVERGROW ITEM: LUM BERRY	LEAF BLADE SLAM DRAGONBREATH DETECT GRASS NORMAL DRAGON FIGHTING

MANECTRIC ♂	ELECTRIC
ABILITY: LIGHTNING ROD ITEM: KING'S ROCK	THUNDERBOLT PROTECT CRUNCH THUNDER WAVE ELECTRIC NORMAL DARK ELECTRIC

FERALIGATR ♀	WATER
ABILITY: TORRENT ITEM: QUICK CLAW	HYDRO PUMP PROTECT CRUNCH ICE BEAM WATER NORMAL DARK ICE

BATTLE 77: CHEAN WORKER ♂

HUNTAIL ♀	WATER
ABILITY: SWIFT SWIM ITEM: SCOPE LENS	WATER PULSE BARRIER BITE SCREECH WATER PSYCHIC DARK NORMAL

RELICANTH ♂	WATER-ROCK
ABILITY: SWIFT SWIM ITEM: SEA INCENSE	RAIN DANCE HYDRO PUMP SKULL BASH YAWN WATER WATER NORMAL NORMAL

ELECTRODE	ELECTRIC
ABILITY: STATIC ITEM: MAGNET	RAIN DANCE THUNDER LIGHT SCREEN MIRROR COAT WATER ELECTRIC PSYCHIC PSYCHIC

WAILORD ♀	WATER
ABILITY: OBLIVIOUS ITEM: CHERI BERRY	SWAGGER ROLLOUT WATER SPOUT RAIN DANCE NORMAL ROCK WATER WATER

GOREBYSS ♀	WATER
ABILITY: SWIFT SWIM ITEM: KING'S ROCK	AMNESIA PSYCHIC WATER PULSE ICE BEAM PSYCHIC PSYCHIC WATER ICE

OCTILLERY ♀	WATER
ABILITY: SUCTION CUPS ITEM: NEVERMELTICE	OCTAZOOKA HYPER BEAM AURORA BEAM THUNDER WAVE WATER NORMAL ICE ELECTRIC

BATTLE 78: CRACE BANDANA GUY ♂

MUK ♂	POISON
ABILITY: STICKY HOLD ITEM: POISON BARB	SLUDGE BOMB ACID ARMOR MEMENTO SHADOW PUNCH POISON POISON DARK GHOST

LANTURN ♀	WATER-ELECTRIC
ABILITY: VOLT ABSORB ITEM: CHERI BERRY	RAIN DANCE WATER PULSE THUNDER PROTECT WATER WATER ELECTRIC NORMAL

GRUMPIG ♀	PSYCHIC
ABILITY: OWN TEMPO ITEM: CHOICE BAND	BOUNCE TRICK SKILL SWAP PSYCHIC FLYING PSYCHIC PSYCHIC PSYCHIC

NOCTOWL ♂	NORMAL-FLYING
ABILITY: INSOMNIA ITEM: LAX INCENSE	DREAM EATER FORESIGHT HYPNOSIS REFLECT PSYCHIC NORMAL PSYCHIC PSYCHIC

GLALIE ♀	ICE
ABILITY: INNER FOCUS ITEM: RAWST BERRY	SPIKES ICE BEAM CRUNCH ICY WIND GROUND ICE DARK ICE

QUAGSIRE ♂	WATER-GROUND
ABILITY: DAMP ITEM: QUICK CLAW	AMNESIA BODY SLAM EARTHQUAKE YAWN PSYCHIC NORMAL GROUND NORMAL

BATTLE 79: JORNER RIDER ♀

HERACROSS ♂	BUG-FIGHTING
ABILITY: SWARM ITEM: LUM BERRY	MEGAHORN ENDURE COUNTER REVERSAL BUG NORMAL FIGHTING FIGHTING

FLYGON ♂	GROUND-DRAGON
ABILITY: LEVITATE ITEM: DRAGON FANG	SAND-ATTACK EARTHQUAKE DRAGONBREATH SAND TOMB GROUND GROUND DRAGON GROUND

TOGETIC ♀	NORMAL-FLYING
ABILITY: SERENE GRACE ITEM: LAX INCENSE	CHARM FOLLOW ME METRONOME SHADOW BALL NORMAL NORMAL NORMAL GHOST

AGGRON ♂	STEEL-ROCK
ABILITY: ROCK HEAD ITEM: METAL COAT	TAKE DOWN IRON TAIL MUD SLAP PROTECT NORMAL STEEL GROUND NORMAL

DODRIO ♂	NORMAL-FLYING
ABILITY: EARLY BIRD ITEM: SCOPE LENS	TRI ATTACK ENDEAVOR AERIAL ACE ATTRACT NORMAL NORMAL FLYING NORMAL

ALAKAZAM ♀	PSYCHIC
ABILITY: INNER FOCUS ITEM: CITRUS BERRY	REFLECT PSYCHIC LIGHT SCREEN PROTECT PSYCHIC PSYCHIC PSYCHIC NORMAL

BATTLE 80: MORTAC AREA LEADER ♂

GARDEVOIR ♀	PSYCHIC
ABILITY: SYNCHRONIZE ITEM: PERSIM BERRY	IMPRISON THUNDERBOLT PSYCHIC PROTECT PSYCHIC ELECTRIC PSYCHIC NORMAL

DUSCLOPS ♀	GHOST
ABILITY: PRESSURE ITEM: LEFTOVERS	IMPRISON ICE BEAM EARTHQUAKE PSYCHIC PSYCHIC ICE GROUND PSYCHIC

MUK ♂	POISON
ABILITY: STICKY HOLD ITEM: QUICK CLAW	IMPRISON TOXIC SLUDGE BOMB BRICK BREAK PSYCHIC POISON POISON FIGHTING

MISDREAVUS ♀	GHOST
ABILITY: LEVITATE ITEM: MAGNET	IMPRISON ATTRACT AERIAL ACE THUNDERBOLT PSYCHIC NORMAL FLYING ELECTRIC

BANETTE ♂	GHOST
ABILITY: INSOMNIA ITEM: SILK SCARF	IMPRISON HYPER BEAM SHADOW BALL HIDDEN POWER PSYCHIC NORMAL GHOST NORMAL

NINETALES ♀	FIRE
ABILITY: FLASH FIRE ITEM: BRIGHT POWDER	IMPRISON REST FLAMETHROWER CONFUSE RAY PSYCHIC PSYCHIC FIRE GHOST

AREA 9

POKé COUPON: 3,000 points

BATTLE 81: GATIK ATHLETE ♂

HERACROSS ♂



ABILITY: SWARM
ITEM: FOCUS BAND

MEGAHORN
EARTHQUAKE
COUNTER
BRICK BREAK

BUG-FIGHTING

BUG
GROUND
FIGHTING
FIGHTING

TROPIUS ♀



ABILITY: CHLOROPHYLL
ITEM: QUICK CLAW

MAGICAL LEAF
EARTHQUAKE
BODY SLAM
NATURE POWER

GRASS-FLYING

GRASS
GROUND
NORMAL
NORMAL

CHIMECHO ♂



ABILITY: LEVITATE
ITEM: SHELL BELL

HYPONOSIS
HEAL BELL
DREAM EATER
GROWL

PSYCHIC

PSYCHIC
NORMAL
PSYCHIC
NORMAL

SHARPEDO ♀



ABILITY: ROUGH SKIN
ITEM: KING'S ROCK

CRUNCH
LEER
HYDRO PUMP
ICE BEAM

WATER-DARK

DARK
NORMAL
WATER
ICE

SUNFLORA ♂



ABILITY: CHLOROPHYLL
ITEM: LAX INCENSE

ENDEAVOR
HELPING HAND
SUNNY DAY
SOLARBEAM

GRASS

NORMAL
NORMAL
FIRE
GRASS

DUSCLOPS ♀



ABILITY: PRESSURE
ITEM: BRIGHT POWDER

ASTONISH
SHADOW PUNCH
SKILL SWAP
CONFUSE RAY

GHOST

GHOST
GHOST
PSYCHIC
GHOST

BATTLE 82: KYLET LADY ♀

PILOSWINE ♂



ABILITY: OBLIVIOUS
ITEM: QUICK CLAW

MUD SHOT
ROCK SLIDE
DOUBLE-EDGE
HIDDEN POWER

ICE-GROUND

GROUND
ROCK
NORMAL
NORMAL

GOLDUCK ♀



ABILITY: DAMP
ITEM: SCOPE LENS

PSYCHIC
HYDRO PUMP
LIGHT SCREEN
HIDDEN POWER

WATER

PSYCHIC
WATER
PSYCHIC
NORMAL

RAICHU ♂



ABILITY: STATIC
ITEM: BRIGHT POWDER

ENCORE
THUNDERBOLT
CHARGE
HIDDEN POWER

ELECTRIC

NORMAL
ELECTRIC
ELECTRIC
NORMAL

SHIFTRY ♀



ABILITY: CHLOROPHYLL
ITEM: KING'S ROCK

SOLARBEAM
SUNNY DAY
AMNESIA
HIDDEN POWER

GRASS-DARK

GRASS
FIRE
PSYCHIC
NORMAL

NINETALES ♀



ABILITY: FLASH FIRE
ITEM: LAX INCENSE

HEAT WAVE
HYPNOSIS
FAINT ATTACK
HIDDEN POWER

FIRE

FIRE
PSYCHIC
DARK
NORMAL

MILTANK ♀



ABILITY: THICK FAT
ITEM: FOCUS BAND

ENDURE
HELPING HAND
REVERSAL
HIDDEN POWER

NORMAL

NORMAL
NORMAL
FIGHTING
NORMAL

BATTLE 83: DUREL RESEARCHER ♂

ZANGOOSE ♂



ABILITY: IMMUNITY
ITEM: BRIGHT POWDER

AERIAL ACE
CRUSH CLAW
SHADOW BALL
TAUNT

NORMAL

FLYING
NORMAL
GHOST
DARK

SEVIPER ♂



ABILITY: SHED SKIN
ITEM: QUICK CLAW

EARTHQUAKE
SNATCH
SLUDGE BOMB
TAUNT

POISON

GROUND
DARK
POISON
DARK

URSARING ♀



ABILITY: GUTS
ITEM: SCOPE LENS

SLASH
FAINT ATTACK
FAKE TEARS
SEISMIC TOSS

NORMAL

NORMAL
DARK
DARK
FIGHTING

SABLEYE ♂



ABILITY: KEEN EYE
ITEM: KING'S ROCK

FAKE OUT
DETECT
SHADOW BALL
CONFUSE RAY

DARK-GHOST

NORMAL
FIGHTING
GHOST
GHOST

MAWILE ♂



ABILITY: INTIMIDATE
ITEM: SHELL BELL

ANCIENTPOWER
SLUDGE BOMB
IRON DEFENSE
SECRET POWER

STEEL

ROCK
POISON
STEEL
NORMAL

BATTLE 84: VOLIVIA ST. PERFORMER ♀

HERACROSS ♂



ABILITY: GUTS
ITEM: SHELL BELL

EARTHQUAKE
MEGAHORN
FACADE
BRICK BREAK

BUG-FIGHTING

GROUND
BUG
NORMAL
FIGHTING

SWELLOW ♀



ABILITY: GUTS
ITEM: SCOPE LENS

FACADE
ATTRACT
AERIAL ACE
PROTECT

NORMAL-FLYING

NORMAL
NORMAL
FLYING
NORMAL

MILOTIC ♀



ABILITY: MARVEL SCALE
ITEM: LEFTOVERS

MIRROR COAT
TOXIC
HYDRO PUMP
RECOVER

WATER

PSYCHIC
POISON
WATER
NORMAL

NINJASK ♂



ABILITY: SPEED BOOST
ITEM: BRIGHT POWDER

TOXIC
AERIAL ACE
SILVER WIND
PROTECT

BUG-FLYING

POISON
FLYING
BUG
NORMAL

WEEZING ♀



ABILITY: LEVITATE
ITEM: SILK SCARF

EXPLOSION
TOXIC
SLUDGE BOMB
FIRE BLAST

POISON

NORMAL
POISON
POISON
FIRE

NINETALES ♀



ABILITY: FLASH FIRE
ITEM: WHITE HERB

OVERHEAT
WILL-O'-WISP
PROTECT
CONFUSE RAY

FIRE

FIRE
FIRE
NORMAL
GHOST

BATTLE 85: SPEZ HUNTER ♂

METAGROSS



ABILITY: CLEAR BODY
ITEM: LAX INCENSE

SANDSTORM
METEOR MASH
BRICK BREAK
SHADOW BALL

STEEL-PSYCHIC

ROCK
STEEL
FIGHTING
GHOST

CACTURNE ♂



ABILITY: SAND VEIL
ITEM: BRIGHT POWDER

SPIKES
NEEDLE ARM
FAINT ATTACK
FOCUS PUNCH

GRASS-DARK

GROUND
GRASS
DARK
FIGHTING

SHUCKLE ♀



ABILITY: STURDY
ITEM: CHESTO BERRY

ATTRACT
TOXIC
WRAP
REST

BUG-ROCK

NORMAL
POISON
NORMAL
PSYCHIC

REGISTEEL



ABILITY: CLEAR BODY
ITEM: LEFTOVERS

TOXIC
IRON DEFENSE
SUPERPOWER
AMNESIA

STEEL

POISON
STEEL
FIGHTING
PSYCHIC

CRADILY ♀



ABILITY: SUCTION CUPS
ITEM: CITRUS BERRY

BARRIER
CONFUSE RAY
PROTECT
TOXIC

ROCK-GRASS

PSYCHIC
GHOST
NORMAL
POISON

ARMALDO ♀









ABILITY: BATTLE ARMOR
ITEM: QUICK CLAW

EARTHQUAKE
SANDSTORM
ANCIENTPOWER
FURY CUTTER

ROCK-BUG

GROUND
ROCK
ROCK
BUG







BATTLE 86: BOTKEN GUY ♂

SCEPTILE ♂  ABILITY: OVERGROW ITEM: FOCUS BAND GRASS LEAF BLADE DRAGON CLAW CRUNCH PROTECT GRASS DRAGON DARK NORMAL	GRANBULL ♀  ABILITY: INTIMIDATE ITEM: BRIGHT POWDER RETURN CHARM EARTHQUAKE METRONOME NORMAL NORMAL NORMAL GROUND NORMAL	SWAMPERT ♂  ABILITY: TORRENT ITEM: CHESTO BERRY CURSE RETURN EARTHQUAKE REST ? NORMAL GROUND PSYCHIC
REGIROCK  ABILITY: CLEAR BODY ITEM: WHITE HERB SUPERPOWER CURSE ANCIENTPOWER ZAP CANNON ROCK ? ROCK ELECTRIC	SKARMORY ♀  ABILITY: KEEN EYE ITEM: LEFTOVERS DRILL PECK SWIFT TOXIC SPIKES STEEL-FLYING FLYING NORMAL POISON GROUND	BLAZIKEN ♂  ABILITY: BLAZE ITEM: SALAC BERRY BLAZE KICK ENDURE SUNNY DAY REVERSAL FIRE-FIGHTING FIRE NORMAL FIRE FIGHTING







BATTLE 87: FELMON BODYBUILDER ♀

CRAWDAUNT ♂  ABILITY: HYPER CUTTER ITEM: QUICK CLAW CRABHAMMER BODY SLAM GUILLOTINE SWORDS DANCE WATER-DARK WATER NORMAL NORMAL NORMAL	CLAYDOL  ABILITY: LEVITATE ITEM: FOCUS BAND EARTHQUAKE PSYCHIC COSMIC POWER ROCK TOMB GROUND-PSYCHIC GROUND PSYCHIC PSYCHIC ROCK	CROBAT ♂  ABILITY: INNER FOCUS ITEM: KING'S ROCK CONFUSE RAY WING ATTACK POISON FANG BITE POISON-FLYING GHOST FLYING POISON DARK
SLAKING ♂  ABILITY: TRUANT ITEM: LUM BERRY SWAGGER YAWN SLACK OFF CUT NORMAL NORMAL NORMAL NORMAL	EXPLOUD ♀  ABILITY: SOUNDPROOF ITEM: BRIGHT POWDER HOWL SWAGGER HYPER BEAM ROAR NORMAL NORMAL NORMAL NORMAL	LUDICOLO ♀  ABILITY: SWIFT SWIM ITEM: SCOPE LENS FAKE OUT MEGA DRAIN NATURE POWER HYDRO PUMP WATER-GRASS NORMAL GRASS NORMAL WATER







BATTLE 88: BOLZA HUNTER ♀

SWELLOW ♀  ABILITY: GUTS ITEM: BRIGHT POWDER SKY ATTACK HYPER BEAM GROWL ENDEAVOR NORMAL-FLYING FLYING NORMAL NORMAL NORMAL	HARIYAMA ♂  ABILITY: GUTS ITEM: LEFTOVERS HELPING HAND SEISMIC TOSS FAKE OUT PROTECT FIGHTING NORMAL FIGHTING NORMAL NORMAL	MILTANK ♀  ABILITY: THICK FAT ITEM: FOCUS BAND HELPING HAND SHADOW BALL ATTRACT BODY SLAM NORMAL NORMAL GHOST NORMAL NORMAL
ALAKAZAM ♂  ABILITY: SYNCHRONIZE ITEM: LAX INCENSE PSYCHIC ICE PUNCH FIRE PUNCH ROLE PLAY PSYCHIC PSYCHIC ICE FIRE PSYCHIC	JUMPLUFF ♀  ABILITY: CHLOROPHYLL ITEM: LUM BERRY HELPING HAND TAIL WHIP ENCORE COTTON SPORE GRASS-FLYING NORMAL NORMAL NORMAL GRASS	SHARPEDO ♂  ABILITY: ROUGH SKIN ITEM: SCOPE LENS EARTHQUAKE HYDRO PUMP FRUSTRATION SWAGGER WATER-DARK GROUND WATER NORMAL NORMAL

BATTLE 89: FINSON RIDER ♂

TOGETIC ♂  ABILITY: HUSTLE ITEM: LAX INCENSE FOLLOW ME DOUBLE-EDGE SUBSTITUTE WISH NORMAL-FLYING NORMAL NORMAL NORMAL NORMAL	ABSOL ♀  ABILITY: PRESSURE ITEM: QUICK CLAW SUBSTITUTE SNATCH BATON PASS SLASH DARK NORMAL DARK NORMAL NORMAL	SHEDINJA  ABILITY: WONDER GUARD ITEM: LUM BERRY SILVER WIND MIND READER SHADOW BALL BATON PASS BUG-GHOST BUG NORMAL GHOST NORMAL
GOLDUCK ♀  ABILITY: CLOUD NINE ITEM: BRIGHT POWDER HYDRO PUMP TAIL WHIP PSYCHIC PROTECT WATER WATER NORMAL PSYCHIC NORMAL	WALREIN ♀  ABILITY: THICK FAT ITEM: FOCUS BAND SHEER COLD AURORA BEAM YAWN SURF ICE-WATER ICE ICE NORMAL WATER	SHUCKLE ♂  ABILITY: STURDY ITEM: LEFTOVERS WRAP ENCORE TOXIC REST BUG-ROCK NORMAL NORMAL POISON PSYCHIC

BATTLE 90: NEBLEK AREA LEADER ♂

STARMIE  ABILITY: NATURAL CURE ITEM: LUM BERRY WATERFALL THUNDER RAIN DANCE PROTECT WATER-PSYCHIC WATER ELECTRIC WATER NORMAL	REGICE  ABILITY: CLEAR BODY ITEM: LEFTOVERS ICE BEAM REST THUNDER RAIN DANCE ICE ICE PSYCHIC ELECTRIC WATER	PORYGON2  ABILITY: TRACE ITEM: LIECHI BERRY TRI ATTACK RECYCLE RECOVER THUNDER NORMAL NORMAL NORMAL ELECTRIC
ELECTRODE  ABILITY: SOUNDPROOF ITEM: SITRUS BERRY THUNDER PROTECT SCREECH SWIFT ELECTRIC ELECTRIC NORMAL NORMAL NORMAL	MAGNETON  ABILITY: MAGNET PULL ITEM: BRIGHT POWDER SUPERSONIC SCREECH THUNDER TRI ATTACK ELECTRIC-STEEL NORMAL NORMAL ELECTRIC NORMAL	SOLROCK  ABILITY: LEVITATE ITEM: SILK SCARF FLAMETHROWER PSYCHIC COSMIC POWER REFLECT ROCK-PSYCHIC FIRE PSYCHIC PSYCHIC PSYCHIC



AREA 10 POKé COUPON: 5,000 points

BATTLE 91: BOREN GLASSES MAN ♂

METAGROSS



ABILITY: CLEAR BODY
ITEM: QUICK CLAW

BRICK BREAK
METAL CLAW
AERIAL ACE
REST

STEEL-PSYCHIC

FIGHTING
STEEL
FLYING
PSYCHIC

WALREIN ♂



ABILITY: THICK FAT
ITEM: SHELL BELL

BLIZZARD
FISSURE
WATERFALL
SHEER COLD

ICE-WATER

ICE
GROUND
WATER
ICE

GRANBULL ♂



ABILITY: INTIMIDATE
ITEM: LAX INCENSE

SECRET POWER
REST
ROAR
SHADOW BALL

NORMAL

NORMAL
PSYCHIC
NORMAL
GHOST

LANTURN ♀



ABILITY: VOLT ABSORB
ITEM: FOCUS BAND

THUNDERBOLT
THUNDER WAVE
SURF
SCREECH

WATER-ELECTRIC

ELECTRIC
ELECTRIC
WATER
NORMAL

DELCASTY ♀



ABILITY: CUTE CHARM
ITEM: BRIGHT POWDER

UPROAR
ASSIST
TAIL WHIP
CHARM

NORMAL

NORMAL
NORMAL
NORMAL
NORMAL

FLYGON ♀



ABILITY: LEVITATE
ITEM: SCOPE LENS

EARTHQUAKE
SCREECH
DRAGONBREATH
SAND TOMB

GROUND-DRAGON

GROUND
NORMAL
DRAGON
GROUND

BATTLE 92: FLEGAL FUN OLD LADY ♀

MEGANIUM ♀



ABILITY: OVERGROW
ITEM: BRIGHT POWDER

EARTHQUAKE
SOLARBEAM
BODY SLAM
SYNTHESIS

GRASS

GROUND
GRASS
NORMAL
GRASS

TYPHLOSION ♂



ABILITY: BLAZE
ITEM: LAX INCENSE

FOCUS PUNCH
EARTHQUAKE
FLAMETHROWER
RETURN

FIRE

FIGHTING
GROUND
FIRE
NORMAL

FERALIGATR ♂



ABILITY: TORRENT
ITEM: KING'S ROCK

ANCIENTPOWER
BRICK BREAK
EARTHQUAKE
RETURN

WATER

ROCK
FIGHTING
GROUND
NORMAL

ESPEON ♀



ABILITY: SYNCHRONIZE
ITEM: SCOPE LENS

PSYCHIC
LIGHT SCREEN
REFLECT
ATTRACT

PSYCHIC

PSYCHIC
PSYCHIC
PSYCHIC
NORMAL

UMBREON ♂



ABILITY: SYNCHRONIZE
ITEM: LEFTOVERS

HELPING HAND
SUNNY DAY
TOXIC
CONFUSE RAY

DARK

NORMAL
FIRE
POISON
GHOST

URSARING ♂



ABILITY: GUTS
ITEM: FOCUS BAND

SLASH
BRICK BREAK
EARTHQUAKE
AERIAL ACE

NORMAL

NORMAL
FIGHTING
GROUND
FLYING

BATTLE 93: ALEJA ATHLETE ♀

LATIOS ♂



ABILITY: LEVITATE
ITEM: CHESTO BERRY

LUSTER PURGE
HELPING HAND
DRAGONBREATH
REFRESH

DRAGON-PSYCHIC

PSYCHIC
NORMAL
DRAGON
NORMAL

SCEPTILE ♂



ABILITY: OVERGROW
ITEM: SCOPE LENS

LEAF BLADE
SCREECH
CRUNCH
DETECT

GRASS

GRASS
NORMAL
DARK
FIGHTING

ARMALDO ♂



ABILITY: BATTLE ARMOR
ITEM: BRIGHT POWDER

ANCIENTPOWER
FURY CUTTER
SLASH
PROTECT

ROCK-BUG

ROCK
BUG
NORMAL
NORMAL

CAMERUPT ♀



ABILITY: MAGMA ARMOR
ITEM: QUICK CLAW

EARTHQUAKE
AMNESIA
ERUPTION
FOCUS ENERGY

FIRE-GROUND

GROUND
PSYCHIC
FIRE
NORMAL

GLALIE ♀



ABILITY: INNER FOCUS
ITEM: FOCUS BAND

ICE BEAM
ICY WIND
CRUNCH
DOUBLE TEAM

ICE

ICE
ICE
DARK
NORMAL

MANECTRIC ♀



ABILITY: LIGHTNINGROD
ITEM: LAX INCENSE

THUNDERBOLT
PROTECT
CRUNCH
THUNDER WAVE

ELECTRIC

ELECTRIC
NORMAL
DARK
ELECTRIC

BATTLE 94: ELNOR TEACHER ♀

NINJASK ♂



ABILITY: SPEED BOOST
ITEM: SCOPE LENS

SILVER WIND
SHADOW BALL
AERIAL ACE
DIG

BUG-FLYING

BUG
GHOST
FLYING
GROUND

LATIAS ♀



ABILITY: LEVITATE
ITEM: LAX INCENSE

HELPING HAND
CHARM
MIST BALL
DRAGONBREATH

DRAGON-PSYCHIC

NORMAL
NORMAL
PSYCHIC
DRAGON

KINGDRA ♀



ABILITY: SWIFT SWIM
ITEM: LEFTOVERS

HYDRO PUMP
RAIN DANCE
DRAGONBREATH
TWISTER

WATER-DRAGON

WATER
WATER
DRAGON
DRAGON

GOLEM ♀



ABILITY: ROCK HEAD
ITEM: FOCUS BAND

EARTHQUAKE
DOUBLE-EDGE
ROCK BLAST
MUD SPORT

ROCK-GROUND

GROUND
NORMAL
ROCK
GROUND

AMPHAROS ♀



ABILITY: STATIC
ITEM: QUICK CLAW

THUNDERPUNCH
REFLECT
THUNDER WAVE
BODY SLAM

ELECTRIC

ELECTRIC
PSYCHIC
ELECTRIC
NORMAL

PORYGON2



ABILITY: TRACE
ITEM: LUM BERRY

PSYCHIC
RECOVER
TRI ATTACK
CONVERSION

NORMAL

PSYCHIC
NORMAL
NORMAL
NORMAL

BATTLE 95: FREYER FUN OLD MAN ♂

RHYDON ♂



ABILITY: LIGHTNINGROD
ITEM: QUICK CLAW

EARTHQUAKE
ROCK BLAST
MEGAHORN
PROTECT

GROUND-ROCK

GROUND
ROCK
BUG
NORMAL

MANECTRIC ♀



ABILITY: LIGHTNINGROD
ITEM: BRIGHT POWDER

THUNDERBOLT
PROTECT
CRUNCH
ROAR

ELECTRIC

ELECTRIC
NORMAL
ELECTRIC
NORMAL

FLYGON ♂



ABILITY: LEVITATE
ITEM: SCOPE LENS

EARTHQUAKE
DRAGON CLAW
FIRE BLAST
CRUNCH

GROUND-DRAGON

GROUND
DRAGON
FIRE
DARK

GYARADOS ♂



ABILITY: INTIMIDATE
ITEM: KING'S ROCK

EARTHQUAKE
DRAGON DANCE
RETURN
HYDRO PUMP

WATER-FLYING

GROUND
DRAGON
NORMAL
WATER

MANTINE ♀



ABILITY: WATER ABSORB
ITEM: LEFTOVERS

DOUBLE TEAM
BITE
TOXIC
ATTRACT

WATER-FLYING

NORMAL
WATER
POISON
NORMAL

DODRIO ♂



ABILITY: EARLY BIRD
ITEM: LAX INCENSE







RETURN
PROTECT
DRILL PECK
HAZE

NORMAL-FLYING







NORMAL
NORMAL
FLYING
ICE









BATTLE 96: Atilo COOLTRAINER ♀

JIRACHI  ABILITY: SERENE GRACE ITEM: BRIGHT POWDER PSYCHIC HELPING HAND DOOM DESIRE WATER PULSE PSYCHIC NORMAL STEEL WATER	ESPEON ♀  ABILITY: SYNCHRONIZE ITEM: SCOPE LENS PSYCHIC SAND-ATTACK BITE HELPING HAND PSYCHIC GROUND DARK NORMAL	XATU ♀  ABILITY: SYNCHRONIZE ITEM: LAX INCENSE GIGA DRAIN NIGHT SHADE PSYCHIC CONFUSE RAY GRASS GHOST PSYCHIC GHOST
MEDICHAM ♂  ABILITY: PURE POWER ITEM: QUICK CLAW FAKE OUT BRICK BREAK SHADOW BALL DETECT NORMAL FIGHTING GHOST FIGHTING	GARDEVOIR ♂  ABILITY: SYNCHRONIZE ITEM: CHOICE BAND PSYCHIC PROTECT CALM MIND THUNDERBOLT PSYCHIC NORMAL PSYCHIC ELECTRIC	GIRAFARIG ♀  ABILITY: INNER FOCUS ITEM: KING'S ROCK PSYCHIC CRUNCH THUNDERBOLT MAGIC COAT NORMAL-PSYCHIC PSYCHIC DARK ELECTRIC PSYCHIC







BATTLE 97: Desid COOLTRAINER ♂

SUICUNE  ABILITY: PRESSURE ITEM: LEFTOVERS ICE BEAM RAIN DANCE WATERFALL PROTECT WATER WATER NORMAL	RAIKOU  ABILITY: PRESSURE ITEM: SCOPE LENS THUNDERBOLT REFLECT PROTECT LEER ELECTRIC PSYCHIC NORMAL NORMAL	ENTEI  ABILITY: PRESSURE ITEM: BRIGHT POWDER FIRE BLAST SOLARBEAM PROTECT SUNNY DAY FIRE FIRE GRASS NORMAL FIRE
AGGRON ♂  ABILITY: ROCK HEAD ITEM: QUICK CLAW EARTHQUAKE DOUBLE-EDGE IRON TAIL ROCK TOMB STEEL-ROCK GROUND NORMAL STEEL ROCK	DONPHAN ♀  ABILITY: STURDY ITEM: FOCUS BAND EARTHQUAKE ANCIENTPOWER DOUBLE-EDGE PROTECT GROUND GROUND ROCK NORMAL NORMAL	SALAMENCE ♂  ABILITY: INTIMIDATE ITEM: LAX INCENSE EARTHQUAKE AERIAL ACE BRICK BREAK FRUSTRATION DRAGON-FLYING GROUND FLYING FIGHTING NORMAL







BATTLE 98: Polet ROLLER BOY ♂

GROUDON  ABILITY: DROUGHT ITEM: QUICK CLAW EARTHQUAKE ANCIENTPOWER FIRE BLAST SLASH GROUND GROUND ROCK FIRE NORMAL	SHIFTRY ♂  ABILITY: CHLOROPHYLL ITEM: SILK SCARF EXPLOSION FAKE OUT SOLARBEAM EXTRASENSORY GRASS-DARK NORMAL NORMAL GRASS PSYCHIC	VILEPLUME ♀  ABILITY: CHLOROPHYLL ITEM: SCOPE LENS SOLARBEAM HIDDEN POWER SLUDGE BOMB CHARM GRASS-POISON GRASS NORMAL POISON NORMAL
CASTFORM ♂  ABILITY: FORECAST ITEM: BRIGHT POWDER WEATHER BALL SOLARBEAM THUNDER SUNNY DAY NORMAL NORMAL GRASS ELECTRIC FIRE	ALAKAZAM ♀  ABILITY: INNER FOCUS ITEM: LAX INCENSE PSYCHIC THUNDERPUNCH FIRE PUNCH DISABLE PSYCHIC ELECTRIC FIRE NORMAL	HOUDOON ♂  ABILITY: FLASH FIRE ITEM: WHITE HERB CRUNCH SOLARBEAM OVERHEAT PROTECT DARK-FIRE DARK GRASS FIRE NORMAL

BATTLE 99: Foalck BODYBUILDER ♂

KYOGRE  ABILITY: DRIZZLE ITEM: BRIGHT POWDER HYDRO PUMP ICE BEAM THUNDER EARTHQUAKE WATER WATER ICE ELECTRIC GROUND	SEAKING ♀  ABILITY: SWIFT SWIM ITEM: LAX INCENSE HORN DRILL ICE BEAM HYDRO PUMP RAIN DANCE WATER NORMAL ICE WATER WATER	RELICANTH ♂  ABILITY: SWIFT SWIM ITEM: KING'S ROCK EARTHQUAKE YAWN DOUBLE-EDGE ROCK SLIDE WATER-ROCK GROUND NORMAL NORMAL ROCK
GOREBYSS ♀  ABILITY: SWIFT SWIM ITEM: SCOPE LENS PSYCHIC CONFUSE RAY HYDRO PUMP ICE BEAM WATER PSYCHIC GHOST WATER ICE	HUNTAIL ♂  ABILITY: SWIFT SWIM ITEM: FOCUS BAND SNATCH BATON PASS ROCK TOMB IRON DEFENSE WATER DARK NORMAL ROCK STEEL	MANTINE ♀  ABILITY: SWIFT SWIM ITEM: LEFTOVERS MUD SPORT CONFUSE RAY HYDRO PUMP PROTECT WATER-FLYING GROUND GHOST WATER NORMAL

BATTLE 100: INITY MT.BTLMASTER ♂

SALAMENCE ♂  ABILITY: INTIMIDATE ITEM: BRIGHT POWDER DRAGON CLAW FLAMETHROWER CRUNCH HYDRO PUMP DRAGON-FLYING DRAGON FIRE DARK WATER	STARMIE  ABILITY: NATURAL CURE ITEM: LAX INCENSE PSYCHIC HYDRO PUMP THUNDERBOLT ICE BEAM WATER-PSYCHIC PSYCHIC WATER ELECTRIC ICE	MACHAMP ♀  ABILITY: GUTS ITEM: FOCUS BAND CROSS CHOP FACADE EARTHQUAKE HYPER BEAM FIGHTING FIGHTING NORMAL GROUND NORMAL
CROBAT ♀  ABILITY: INNER FOCUS ITEM: SCOPE LENS SLUDGE BOMB SHADOW BALL AERIAL ACE CONFUSE RAY POISON-FLYING POISON GHOST FLYING GHOST	RHYDON ♂  ABILITY: LIGHTNINGROD ITEM: QUICK CLAW EARTHQUAKE MEGAHORN ROCK BLAST PROTECT GROUND-ROCK GROUND BUG ROCK NORMAL	LUDICOLO ♀  ABILITY: SWIFT SWIM ITEM: LEFTOVERS HYDRO PUMP GIGA DRAIN ICE BEAM FAKE OUT WATER-GRASS WATER GRASS ICE NORMAL

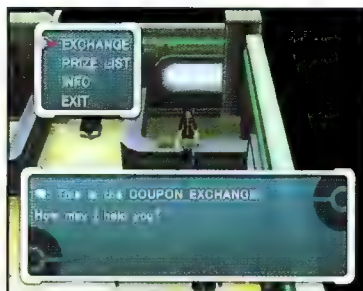


THE POWER OF poké COUPONS

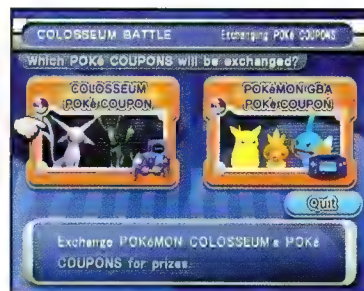
In the most intense fights, the balance of power is often shifted toward those who have the items and TMs available from the Poké Coupon Exchange. Exploit the system to its fullest in both Battle mode and Story mode to develop the toughest team on Orre's skirmish circuit.

THE EXCHANGE OF POWER

The chilling Ice Beam attack and the Flinch-inflicting King's Rock held item—both are among the powerful things you can acquire for your team only by earning Poké Coupon points. You'll score them by emerging victorious on Mt. Battle in Story mode and beating Solo Battle challenges in Battle mode. Don't underestimate the held items and TMs that you can obtain—be sure to spend your points at the Poké Coupon Exchange. You can enter the Poké Coupon Exchange in Story mode via the Mt. Battle entry hall or through the menu option in Battle mode—the items are the same either way. Check out the full list of items on page 94 and their descriptions on pages 164 and 165.



In Story mode, you'll find the Poké Coupon Exchange on the right side of Mt. Battle's entry hall.



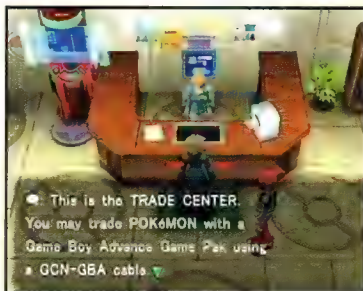
In Battle mode, you can use points that your Story mode team or your connected GBA teams have earned.

CONNECT 'EM ALL!

The world of Pokémon is a vast, thriving place. If you connect Pokémon Colosseum to the games on the GBA, you can draw it all together with surprising results. Orre, Hoenn and Kanto—together the three regions provide a thrilling means for pursuing your dream to be the best Trainer anywhere.

THE TRADE CENTER

After you defeat the ultimate boss at Realgam Tower in Story mode (see page 40), the Trade Center (see page 26) will open for business and you'll be able to trade Pokémon between Story mode and a linked Pokémon Ruby or Sapphire Pak. You can trade only Pokémon that have been fully purified, however, and you must abide by a few more conditions, noted on page 26.



HOENN'S DAY CARE IS KEY

Many of the Pokémon you can Snag in Story mode appeared in Pokémon Gold and Pokémon Silver originally. To get even more of Pokémon Gold and Silver's stars, you'll need to breed them at the Day Care in Pokémon Ruby and Sapphire. If you check in a female Snaggable Pokémon with a compatible male Pokémon, they may soon produce a Pokémon Egg that holds the female's pre-evolved form. For example, if you breed your female Bayleef, you can possibly hatch a Chikorita and bring it back into Pokémon Colosseum, too!



POKéDEX



READING THE POKÉDEX

The Pokédex holds details on the 48 Pokémon that you can Snag—shown in the order that you'll likely meet them—plus four more that you'll get through other means. With all their data at your fingertips, you'll be able to push each of your Pokémon to its full potential.

STATISTIC GAUGES

A four-square rating system shows each Pokémon's stat strengths and weaknesses relative to other Pokémon at the same experience level. In the example, Espeon's gauges show that its Special Attack (SA) will generally be extraordinarily high, its Special Defense (SD) and Speed stats will tend to be good and its Hit Points (HP), Attack and Defense will generally be average.

ESPEON

WITH YOU AT THE START (LEVEL 25)

TYPE: PSYCHIC ABILITY: SYNCHRONIZE



LEVEL-UP MOVES

Each Pokémon will have an opportunity to learn a new move when it reaches a certain level. That level is displayed in the Level column. We also list the attack type and stats for each move: Basic Attack power (BA), Accuracy (AC) and Power Points (PP). Note: Some evolved Pokémon learn level-up moves later than unevolved Pokémon, and some evolved Pokémon will learn moves that their preevolved form can't.

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
CONFUSION	PSY	-	50	100	25
RETURN	NRM	-	-	100	20
REFLECT	PSY	-	-	-	20
HELPING HAND	NRM	-	-	100	20
SWIFT	NRM	30	60	-	20
PSYBEAM	PSY	36	65	100	20
PSYCH UP	NRM	42	-	-	10
PSYCHIC	PSY	47	90	100	10
MORNING SUN	NRM	52	-	-	5

TM MOVES

#	MOVE	TYPE	BA	AC	PP
04	CALM MIND	PSY	-	-	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
29	PSYCHIC	PSY	90	100	10
30	SHADOW BALL	GHO	80	100	15
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
48	SKILL SWAP	PSY	-	100	10

PHYSICAL ATTACKS & SPECIAL ATTACKS

Moves are displayed in either black or green. Those shown in black cause direct damage as a physical attack, in which the aggressor's Attack stat and the defender's Defense stat influence damage. Those attacks shown in green cause direct damage as a special attack—Special Attack and Special Defense play a part in determining the amount of damage.

POKÉMON NAME & LEVEL, WAY TO OBTAIN, TYPE & ABILITY

You'll find the Pokémon in Orre through a variety of methods. The methods are listed for every Pokémon, along with useful info on its type(s) and its ability (which for some Pokémon will be one of two noted possibilities).

TYPES

BUG	→	BUG
DRG	→	DRAGON
DRK	→	DARK
ELC	→	ELECTRIC
FIRE	→	FIRE
FLY	→	FLYING
FTG	→	FIGHTING
GHO	→	GHOST
GRD	→	GROUND
GRS	→	GRASS
ICE	→	ICE
NRM	→	NORMAL
PSN	→	POISON
PSY	→	PSYCHIC
RCK	→	ROCK
STL	→	STEEL
WTR	→	WATER

TM MOVES

You can teach TM moves to your Pokémon if you have the proper Technical Machine. The possibilities open to the Pokémon are listed in order of TM number. The attack type and stats for each move are also listed.

pOKéMON INDEX

Name	Page
ABSOL.....	157
AIPOM.....	153
ALTARIA.....	149
AMPHAROS.....	144
ARIADOS.....	155
BAYLEEF.....	141
CROCONAW.....	143
DELIBIRD.....	156
DUNSPARCE.....	150
ENTEI.....	151
ESPEON.....	139
FERALIGATR.....	143
FLAAFFY.....	144
FLYGON.....	154
FORRETRESS.....	154
FURRET.....	146
GLIGAR.....	152
GRANBULL.....	155
HARIYAMA.....	141
HERACROSS.....	156
HITMONTOP.....	150
HO-OH.....	140
HOUNDOOM.....	158
JUMPLUFF.....	145
LEDIAN.....	151
MAGCARGO.....	146
MAKUHITA.....	141
MANTINE.....	147
MEDICHAM.....	149
MEDITITE.....	148
MEGANIUM.....	142
METAGROSS.....	158
MILTANK.....	157
MISDREAVUS.....	145
MURKROW.....	153
NOCTOWL.....	143
OCTILLERY.....	148
PILOSWINE.....	152
PLUSLE.....	140
QUAGSIRE.....	145
QUILAVA.....	142
QWILFISH.....	148
RAIKOU.....	155
REMORAID.....	147
SHUCKLE.....	160
SKARMORY.....	157
SKIPLOOM.....	144
SLUGMA.....	146
SMEARGLÉ.....	159
SNEASEL.....	153
STANTLER.....	152
SUDOWOODO.....	150
SUICUNE.....	151
SUNFLORA.....	156
SWABLU.....	149
TOGETIC.....	160
TROPIUS.....	159
TYPHLOSION.....	142
TYRANITAR.....	159
UMBREON.....	139
URSARING.....	159
VIBRAVA.....	154
YANMA.....	147

ESPEON

WITH YOU AT THE START (LEVEL 25)

TYPE: PSYCHIC ABILITY: SYNCHRONIZE



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
CONFUSION	PSY	-	50	100	25
RETURN	NRM	-	-	100	20
REFLECT	PSY	-	-	-	20
HELPING HAND	NRM	-	-	100	20
SWIFT	NRM	30	60	-	20
PSYBEAM	PSY	36	65	100	20
PSYCH UP	NRM	42	-	-	10
PSYCHIC	PSY	47	90	100	10
MORNING SUN	NRM	52	-	-	5

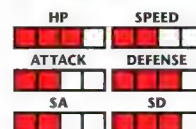
TM MOVES

#	MOVE	TYPE	BA	AC	PP
04	CALM MIND	PSY	-	-	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
29	PSYCHIC	PSY	90	100	10
30	SHADOW BALL	GHO	80	100	15
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
48	SKILL SWAP	PSY	-	100	10

UMBREON

WITH YOU AT THE START (LEVEL 26)

TYPE: DARK ABILITY: SYNCHRONIZE



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
BITE	DRK	-	60	100	25
SECRET POWER	NRM	-	70	100	20
TAUNT	DRK	-	-	100	20
SNATCH	DRK	-	-	100	10
CONFUSE RAY	GHO	30	-	100	10
FAINT ATTACK	DRK	36	60	-	20
MEAN LOOK	NRM	42	-	100	5
SCREECH	NRM	47	-	85	40
MOONLIGHT	NRM	52	-	-	5

TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
12	TAUNT	DRK	-	100	20
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
29	PSYCHIC	PSY	90	100	10
30	SHADOW BALL	GHO	80	100	15
32	DOUBLE TEAM	NRM	-	-	15
41	TORMENT	DRK	-	100	15
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
49	SNATCH	DRK	-	100	10

PLUSLE

RECEIVE IN PYRITE TOWN (LEVEL 13)

TYPE: ELECTRIC ABILITY: PLUS



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
GROWL	NRM	-	-	100	40
THUNDER WAVE	ELC	-	-	100	20
QUICK ATTACK	NRM	-	40	100	30
HELPING HAND	NRM	-	-	100	20
SPARK	ELC	19	65	100	20
ENCORE	NRM	22	-	100	5
FAKE TEARS	DRK	28	-	100	20
CHARGE	ELC	31	-	100	20
THUNDER	ELC	37	120	70	10
BATON PASS	NRM	40	-	-	40
AGILITY	PSY	47	-	-	30

TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
34	SHOCK WAVE	ELC	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

HO-OH

SEE THE INFO TO THE RIGHT (LEVEL 70)

TYPE: FIRE-FLYING ABILITY: PRESSURE



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
RECOVER	NRM	-	-	-	20
FIRE BLAST	FIRE	-	120	85	5
SUNNY DAY	FIRE	-	-	-	5
SWIFT	NRM	-	60	-	20
SACRED FIRE	FIRE	77	100	95	5
ANCIENTPOWER	RCK	88	60	100	5
FUTURE SIGHT	PSY	99	80	90	15

TM MOVES

#	MOVE	TYPE	BA	AC	PP
04	CALM MIND	PSY	-	-	20
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
19	GIGA DRAIN	GRS	60	100	5
20	SAFEGUARD	NRM	-	-	25
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
29	PSYCHIC	PSY	90	100	10
30	SHADOW BALL	GHO	80	100	15
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
34	SHOCK WAVE	ELC	60	-	20
35	FLAMETHROWER	FIRE	95	100	15
37	SANDSTORM	RCK	-	-	10
38	FIRE BLAST	FIRE	120	85	5
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
47	STEEL WING	STL	70	90	25
50	OVERHEAT	FIRE	140	90	5

BURN UP THE FIELD WITH HO-OH

You can't Snag the legendary Ho-oh—it's far too wild and free. It will join your party, however, if you prove that you're the hottest stuff on the Trainer circuit. To accomplish that lofty goal, you'll need to complete two major objectives.

In Story mode: Fully purify all 48 Shadow Pokémon with the Relic Stone in Agate Village.

In Battle mode: Beat all 100 Trainers on Mt. Battle in either the Single Battle or Double Battle challenge, using only your team from Story mode. You can't use a team from Pokémon Ruby and Pokémon Sapphire if brought directly into Battle mode. You can use them if you bring them to Orre via the Trade Center in Phenac City, put them on your Story mode team, then take that team into Battle mode.

You can work toward completing both objectives simultaneously. But you must have the Story mode objective completed—and have a vacant spot in your PC's Pokémon Storage in Story mode—when you beat the 100th Trainer in Battle mode. If you don't have a vacant spot when you beat the final Trainer, Ho-oh won't be able to join your Pokémon collection and you'll need to start your climb up Mt. Battle over from the first battle.



Ho-oh's Sacred Fire is among the most powerful moves. Though the spectacular strike causes a huge amount of Fire-type damage, Sacred Fire's true value lies in its much higher chance of inflicting a Burn condition on its target.

MAKUHITA

SNAG IN PHENAC CITY (LEVEL 30)

TYPE: FIGHTING ABILITY: THICK FAT/GUTS



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
FORESIGHT	NRM	-	-	100	40
FOCUS ENERGY	NRM	-	-	-	30
VITAL THROW	FTG	-	70	100	10
CROSS CHOP	FTG	-	100	80	5
SMELLINGSALT	NRM	31	60	100	10
BELLY DRUM	NRM	37	-	-	10
ENDURE	NRM	40	-	-	10
SEISMIC TOSS	FTG	46	-	100	20
REVERSAL	FTG	49	-	100	15

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
06	TOXIC	PSN	-	85	10
08	BULK UP	FTG	-	-	20
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
39	ROCK TOMB	RCK	50	80	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

HARIYAMA

EVOLVES FROM MAKUHITA AT LEVEL 24

TYPE: FIGHTING ABILITY: THICK FAT/GUTS



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
FORESIGHT	NRM	-	-	100	40
FOCUS ENERGY	NRM	-	-	-	30
VITAL THROW	FTG	-	70	100	10
CROSS CHOP	FTG	-	100	80	5
SMELLINGSALT	NRM	33	60	100	10
BELLY DRUM	NRM	40	-	-	10
ENDURE	NRM	44	-	-	10
SEISMIC TOSS	FTG	51	-	100	20
REVERSAL	FTG	55	-	100	15

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
06	TOXIC	PSN	-	85	10
08	BULK UP	FTG	-	-	20
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
39	ROCK TOMB	RCK	50	80	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

BAYLEEF

SNAG IN PHENAC CITY (LEVEL 30)

TYPE: GRASS ABILITY: OVERGROW



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
SUNNY DAY	FIRE	-	-	-	5
SYNTHESIS	GRS	-	-	-	5
RAZOR LEAF	GRS	-	55	95	25
BODY SLAM	NRM	-	85	100	15
BODY SLAM	NRM	31	85	100	15
LIGHT SCREEN	PSY	39	-	-	30
SAFEGUARD	NRM	47	-	-	25
SOLARBEAM	GRS	55	120	100	10

TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
09	BULLET SEED	GRS	10	100	30
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
19	GIGA DRAIN	GRS	60	100	5
20	SAFEGUARD	NRM	-	-	25
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
23	IRON TAIL	STL	100	75	15
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

MEGANIUM

EVOLVES FROM BAYLEEF AT LEVEL 32

TYPE: GRASS ABILITY: OVERGROW



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
SUNNY DAY	FIRE	-	-	-	5
SYNTHESIS	GRS	-	-	-	5
RAZOR LEAF	GRS	-	55	95	25
BODY SLAM	NRM	-	85	100	15
LIGHT SCREEN	PSY	41	-	-	30
SAFEGUARD	NRM	51	-	-	25
SOLARBEAM	GRS	61	120	100	10

TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
09	BULLET SEED	GRS	10	100	30
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
19	GIGA DRAIN	GRS	60	100	5
20	SAFEGUARD	NRM	-	-	25
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
23	IRON TAIL	STL	100	75	15
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

QUILAVA

SNAG IN PHENAC CITY (LEVEL 30)

TYPE: FIRE ABILITY: BLAZE



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
SUNNY DAY	FIRE	-	-	-	5
SMOKESCREEN	NRM	-	-	100	20
DIG	GRD	-	60	100	10
FLAME WHEEL	FIRE	-	60	100	25
FLAME WHEEL	FIRE	31	60	100	25
SWIFT	NRM	42	60	-	20
FLAMETHROWER	FIRE	54	95	100	15

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
17	PROTECT	NRM	-	-	10
21	FRUSTRATION	NRM	-	100	20
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
35	FLAMETHROWER	FIRE	95	100	15
38	FIRE BLAST	FIRE	120	85	5
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
50	OVERHEAT	FIRE	140	90	5

TYPHLOSION

EVOLVES FROM QUILAVA (LEVEL 36)

TYPE: FIRE ABILITY: BLAZE



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
SUNNY DAY	FIRE	-	-	-	5
SMOKESCREEN	NRM	-	-	100	20
DIG	GRD	-	60	100	10
FLAME WHEEL	FIRE	-	60	100	25
SWIFT	NRM	45	60	-	20
FLAMETHROWER	FIRE	60	95	100	15

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
21	FRUSTRATION	NRM	-	100	20
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
35	FLAMETHROWER	FIRE	95	100	15
38	FIRE BLAST	FIRE	120	85	5
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
50	OVERHEAT	FIRE	140	90	5

CROCONAW

SNAG IN PHENAC CITY (LEVEL 30)

TYPE: WATER ABILITY: TORRENT



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
RAIN DANCE	WTR	-	-	-	5
SCARY FACE	NRM	-	-	90	10
BITE	DRK	-	60	100	25
SURF	WTR	-	95	100	15
SLASH	NRM	37	70	100	20
SCREECH	NRM	45	-	85	40
HYDRO PUMP	WTR	55	120	80	5

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
03	WATER PULSE	WTR	60	100	20
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
07	HAIL	ICE	-	-	10
10	HIDDEN POWER	NRM	-	100	15
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

FERALIGATR

EVOLVES FROM CROCONAW AT LEVEL 30

TYPE: WATER ABILITY: TORRENT



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
RAIN DANCE	WTR	-	-	-	5
SCARY FACE	NRM	-	-	90	10
BITE	DRK	-	60	100	25
SURF	WTR	-	95	100	15
SLASH	NRM	38	70	100	20
SCREECH	NRM	47	-	85	40
HYDRO PUMP	WTR	58	120	80	5

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
02	DRAGON CLAW	DRG	80	100	15
03	WATER PULSE	WTR	60	100	20
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
07	HAIL	ICE	-	-	10
10	HIDDEN POWER	NRM	-	100	15
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

NOCTOWL

SNAG IN PYRITE TOWN (LEVEL 30)

TYPE: NORMAL-FLYING ABILITY: INSOMNIA/KEEN EYE



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
STEEL WING	STL	-	70	90	25
HYPNOSIS	PSY	-	-	60	20
REFLECT	PSY	-	-	-	20
FLY	FLY	-	70	95	15
TAKE DOWN	NRM	33	90	85	20
CONFUSION	PSY	41	50	100	25
DREAM EATER	PSY	57	100	100	15

TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
27	RETURN	NRM	-	100	20
29	PSYCHIC	PSY	90	100	10
30	SHADOW BALL	GHO	80	100	15
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
47	STEEL WING	STL	70	90	25

FLAAFFY

SNAG IN PYRITE TOWN (LEVEL 30)

TYPE: ELECTRIC ABILITY: STATIC



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
THUNDERBOLT	ELC	-	95	100	15
THUNDER WAVE	ELC	-	-	100	20
COTTON SPORE	GRS	-	-	85	40
THUNDERSHOCK	ELC	-	40	100	30
LIGHT SCREEN	PSY	36	-	-	30
THUNDER	ELC	45	120	70	10

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
27	RETURN	NRM	-	100	20
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
34	SHOCK WAVE	ELC	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

AMPHAROS

EVOLVES FROM FLAAFFY AT LEVEL 30

TYPE: ELECTRIC ABILITY: STATIC



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
THUNDERBOLT	ELC	-	95	100	15
THUNDER WAVE	ELC	-	-	100	20
COTTON SPORE	GRS	-	-	85	40
THUNDERSHOCK	ELC	-	40	100	30
LIGHT SCREEN	PSY	42	-	-	30
THUNDER	ELC	57	120	70	10

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
15	HYPER BEAM	NRM	150	90	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
27	RETURN	NRM	-	100	20
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
34	SHOCK WAVE	ELC	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

SKIPLOOM

SNAG IN PYRITE TOWN (LEVEL 30)

TYPE: GRASS-FLYING ABILITY: CHLOROPHYLL



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
SYNTHESIS	GRS	-	-	-	5
SLEEP POWDER	GRS	-	-	75	15
COTTON SPORE	GRS	-	-	85	40
MEGA DRAIN	GRS	-	40	100	10
MEGA DRAIN	GRS	36	40	100	10

TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
09	BULLET SEED	GRS	10	100	30
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
17	PROTECT	NRM	-	-	10
19	GIGA DRAIN	GRS	60	100	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

JUMPLUFF

EVOLVES FROM SKIPLOOM AT LEVEL 27

TYPE: FLYING-GRASS ABILITY: CHLOROPHYLL



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
SYNTHESIS	GRS	-	-	-	5
SLEEP POWDER	GRS	-	-	75	15
COTTON SPORE	GRS	-	-	85	40
MEGA DRAIN	GRS	-	40	100	10
COTTON SPORE	GRS	33	-	85	40
MEGA DRAIN	GRS	44	40	100	10

TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
09	BULLET SEED	GRS	10	100	30
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
19	GIGA DRAIN	GRS	60	100	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

QUAGSIRE

SNAG IN PYRITE TOWN (LEVEL 30)

TYPE: WATER-GROUND ABILITY: DAMP/WATER ABSORB



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
MUD SHOT	GRD	-	55	95	15
AMNESIA	PSY	-	-	-	20
SLAM	NRM	-	80	75	20
SURF	WTR	-	95	100	15
YAWN	NRM	35	-	100	10
EARTHQUAKE	GRD	42	100	100	10
RAIN DANCE	WTR	49	-	-	5
MIST	ICE	61	-	-	30
HAZE	ICE	61	-	-	30

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
03	WATER PULSE	WTR	60	100	20
06	TOXIC	PSN	-	85	10
07	HAIL	ICE	-	-	10
10	HIDDEN POWER	NRM	-	100	15
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
36	SLUDGE BOMB	PSN	90	100	10
37	SANDSTORM	RCK	-	-	10
39	ROCK TOMB	RCK	50	80	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

MISDREAVUS

SNAG IN PYRITE TOWN (LEVEL 30)

TYPE: GHOST ABILITY: LEVITATE



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
PSYBEAM	PSY	-	65	100	20
CONFUSE RAY	GHO	-	-	100	10
MEAN LOOK	NRM	-	-	100	5
SHADOW BALL	GHO	-	80	100	15
PAIN SPLIT	NRM	37	-	100	20
PERISH SONG	NRM	45	-	-	5
GRUDGE	GHO	53	-	100	5

TM MOVES

#	MOVE	TYPE	BA	AC	PP
04	CALM MIND	PSY	-	-	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
12	TAUNT	DRK	-	100	20
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
27	RETURN	NRM	-	100	20
29	PSYCHIC	PSY	90	100	10
30	SHADOW BALL	GHO	80	100	15
32	DOUBLE TEAM	NRM	-	-	15
34	SHOCK WAVE	ELC	60	-	20
40	AERIAL ACE	FLY	60	-	20
41	TORMENT	DRK	-	100	15
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
48	SKILL SWAP	PSY	-	100	10
49	SNATCH	DRK	-	100	10

SLUGMA

SNAG IN PYRITE TOWN (LEVEL 30)

TYPE: FIRE ABILITY: MAGMA ARMOR/FLAME BODY

HP	SPEED
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ATTACK	DEFENSE
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SA	SD
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LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
SUNNY DAY	FIRE	-	-	-	5
YAWN	NRM	-	-	100	10
ROCK THROW	RCK	-	50	90	15
FLAMETHROWER	FIRE	-	95	100	15
FLAMETHROWER	FIRE	36	95	100	15
ROCK SLIDE	RCK	43	75	90	10
BODY SLAM	NRM	50	85	100	15

TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
21	FRUSTRATION	NRM	-	100	20
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
35	FLAMETHROWER	FIRE	95	100	15
38	FIRE BLAST	FIRE	120	85	5
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
50	OVERHEAT	FIRE	140	90	5

MAGCARGO

EVOLVES FROM SLUGMA AT LEVEL 38

TYPE: FIRE-ROCK ABILITY: MAGMA ARMOR/FLAME BODY

HP	SPEED
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ATTACK	DEFENSE
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SA	SD
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LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
SUNNY DAY	FIRE	-	-	-	5
YAWN	NRM	-	-	100	10
ROCK THROW	RCK	-	50	90	15
FLAMETHROWER	FIRE	-	95	100	15
ROCK SLIDE	RCK	48	75	90	10
BODY SLAM	NRM	60	85	100	15

TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
21	FRUSTRATION	NRM	-	100	20
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
35	FLAMETHROWER	FIRE	95	100	15
37	SANDSTORM	RCK	-	-	10
38	FIRE BLAST	FIRE	120	85	5
39	ROCK TOMB	RCK	50	80	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
50	OVERHEAT	FIRE	140	90	5

FURRET

SNAG IN PYRITE TOWN (LEVEL 33)

TYPE: NORMAL ABILITY: RUN AWAY/KEEN EYE

HP	SPEED
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ATTACK	DEFENSE
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SA	SD
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LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
IRON TAIL	STL	-	100	75	15
HELPING HAND	NRM	-	-	100	20
QUICK ATTACK	NRM	-	40	100	30
STRENGTH	NRM	-	80	100	15
FOLLOW ME	NRM	37	-	100	20
REST	PSY	48	-	-	10
AMNESIA	PSY	59	-	-	2

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
03	WATER PULSE	WTR	60	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
23	IRON TAIL	STL	100	75	15
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
30	SHADOW BALL	GHO	80	100	15
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
34	SHOCK WAVE	ELC	60	-	20
35	FLAMETHROWER	FIRE	95	100	15
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10



YANMA

SNAG IN PYRITE BLDG. (LEVEL 33)

TYPE: BUG-FLYING ABILITY: SPEED BOOST/COMPOUNDEYES



MANTINE

SNAG IN PYRITE BLDG. (LEVEL 33)

TYPE: WATER-FLYING ABILITY: SWIFT SWIM/WATER ABSORB



REMORAID

SNAG IN PYRITE BLDG. (LEVEL 20)

TYPE: WATER ABILITY: HUSTLE



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
DETECT	FTG	-	-	-	5
SUPERSONIC	NRM	-	-	55	20
SONICBOOM	NRM	-	-	90	20
UPROAR	NRM	-	50	100	10
UPROAR	NRM	37	50	100	10
WING ATTACK	FLY	43	60	100	35
SCREECH	NRM	49	-	85	40

TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
17	PROTECT	NRM	-	-	10
19	GIGA DRAIN	GRS	60	100	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
27	RETURN	NRM	-	100	20
29	PSYCHIC	PSY	90	100	15
30	SHADOW BALL	GHO	80	100	15
32	DOUBLE TEAM	NRM	-	-	15
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
47	STEEL WING	STL	70	90	25

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
WING ATTACK	FLY	-	60	100	35
SUPERSONIC	NRM	-	-	55	20
BUBBLEBEAM	WTR	-	65	100	20
TAKE DOWN	NRM	-	90	85	20
WING ATTACK	FLY	36	60	100	35
WATER PULSE	WTR	43	60	100	20
CONFUSE RAY	GHO	50	-	100	10

TM MOVES

#	MOVE	TYPE	BA	AC	PP
03	WATER PULSE	WTR	60	100	20
06	TOXIC	PSN	-	85	10
07	HAIL	ICE	-	-	10
10	HIDDEN POWER	NRM	-	100	15
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
BUBBLEBEAM	WTR	-	65	100	20
LOCK-ON	NRM	-	-	100	5
PSYBEAM	PSY	-	65	100	20
AURORA BEAM	ICE	-	65	100	20
PSYBEAM	PSY	22	65	100	20
AURORA BEAM	ICE	22	65	100	20
BUBBLEBEAM	WTR	22	65	100	20
FOCUS ENERGY	NRM	33	-	-	30
ICE BEAM	ICE	44	95	100	10
HYPER BEAM	NRM	55	150	90	5

TM MOVES

#	MOVE	TYPE	BA	AC	PP
03	WATER PULSE	WTR	60	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
27	RETURN	NRM	-	100	20
29	PSYCHIC	PSY	90	100	10
32	DOUBLE TEAM	NRM	-	-	15
35	FLAMETHROWER	FIRE	95	100	15
38	FIRE BLAST	FIRE	120	85	5
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10

OCTILLERY

EVOLVES FROM REMORAID AT LEVEL 25

TYPE: WATER ABILITY: SUCTION CUPS

HP	SPEED
ATTACK	DEFENSE
SA	SD



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
BUBBLEBEAM	WTR	-	65	100	20
LOCK-ON	NRM	-	-	100	5
PSYBEAM	PSY	-	65	100	20
AURORA BEAM	ICE	-	65	100	20
OCTAZOOKA	WTR	25	65	85	10
FOCUS ENERGY	NRM	38	-	-	30
ICE BEAM	ICE	54	95	100	10
HYPER BEAM	NRM	70	150	90	5

TM MOVES

#	MOVE	TYPE	BA	AC	PP
03	WATER PULSE	WTR	60	100	20
06	TOXIC	PSN	-	85	10
09	BULLET SEED	GRS	10	100	30
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
27	RETURN	NRM	-	100	20
29	PSYCHIC	PSY	90	100	10
32	DOUBLE TEAM	NRM	-	-	15
35	FLAMETHROWER	FIRE	95	100	15
36	SLUDGE BOMB	PSN	90	100	10
38	FIRE BLAST	FIRE	120	85	5
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10

QWILFISH

SNAG IN PYRITE BLDG. (LEVEL 33)

TYPE: WATER-POISON ABILITY: POISON POINT/SWIFT SWIM

HP	SPEED
ATTACK	DEFENSE
SA	SD



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
PIN MISSILE	BUG	-	14	85	20
MINIMIZE	NRM	-	-	-	20
POISON STING	PSN	-	15	100	35
SURF	WTR	-	95	100	15
TAKE DOWN	NRM	37	90	85	20
HYDRO PUMP	WTR	46	120	80	5

TM MOVES

#	MOVE	TYPE	BA	AC	PP
03	WATER PULSE	WTR	60	100	20
06	TOXIC	PSN	-	85	10
07	HAIL	ICE	-	-	10
10	HIDDEN POWER	NRM	-	100	15
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
27	RETURN	NRM	-	100	20
30	SHADOW BALL	GHO	80	100	15
32	DOUBLE TEAM	NRM	-	-	15
34	SHOCK WAVE	ELC	60	-	20
36	SLUDGE BOMB	PSN	90	100	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

MEDITITE

SNAG IN PYRITE CAVE (LEVEL 33)

TYPE: FIGHTING-PSYCHIC ABILITY: PURE POWER

HP	SPEED
ATTACK	DEFENSE
SA	SD



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
DETECT	FTG	-	-	-	5
CALM MIND	PSY	-	-	-	5
CONFUSION	PSY	-	50	100	25
HI JUMP KICK	FTG	-	85	90	20
PSYCH UP	NRM	38	-	-	10
REVERSAL	FTG	42	-	100	15
RECOVER	NRM	48	-	-	20

TM MOVES

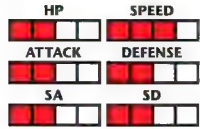
#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
04	CALM MIND	PSY	-	-	20
06	TOXIC	PSN	-	85	10
08	BULK UP	FTG	-	-	20
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
27	RETURN	NRM	-	100	20
29	PSYCHIC	PSY	90	100	10
30	SHADOW BALL	GHO	80	100	15
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
39	ROCK TOMB	RCK	50	80	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
48	SKILL SWAP	PSY	-	100	10



MEDICHAM

EVOLVES FROM MEDITITE AT LEVEL 37

TYPE: FIGHTING-PSYCHIC ABILITY: PURE POWER



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
DETECT	FTG	-	-	-	5
CALM MIND	PSY	-	-	-	5
CONFUSION	PSY	-	50	100	25
HI JUMP KICK	FTG	-	85	90	20
PSYCH UP	NRM	40	-	-	10
REVERSAL	FTG	46	-	100	15
RECOVER	NRM	54	-	-	20

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
04	CALM MIND	PSY	-	-	20
06	TOXIC	PSN	-	85	10
08	BULK UP	FTG	-	-	20
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
27	RETURN	NRM	-	100	20
29	PSYCHIC	PSY	90	100	10
30	SHADOW BALL	GHO	80	100	15
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
39	ROCK TOMB	RCK	50	80	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
48	SKILL SWAP	PSY	-	100	10

SWABLU

SNAG IN PYRITE CAVE (LEVEL 33)

TYPE: NORMAL-FLYING ABILITY: NATURAL CURE



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
MIRROR MOVE	FLY	-	-	-	20
SING	NRM	-	-	55	15
SAFEGUARD	NRM	-	-	-	25
FLY	FLY	-	70	95	15
MIRROR MOVE	FLY	38	-	-	20
REFRESH	NRM	41	-	100	20
PERISH SONG	NRM	48	-	-	5

TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
13	ICE BEAM	ICE	95	100	10
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
20	SAFEGUARD	NRM	-	-	25
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
47	STEEL WING	STL	70	90	25

ALTARIA

EVOLVES FROM SWABLU AT LEVEL 35

TYPE: DRAGON-FLYING ABILITY: NATURAL CURE



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
MIRROR MOVE	FLY	-	-	-	20
SING	NRM	-	-	55	15
SAFEGUARD	NRM	-	-	-	25
FLY	FLY	-	70	95	15
DRAGON RAGE	DRG	35	-	100	10
DRAGON DANCE	DRG	40	-	-	20
REFRESH	NRM	45	-	100	20
PERISH SONG	NRM	54	-	-	5
SKY ATTACK	FLY	59	140	90	5

TM MOVES

#	MOVE	TYPE	BA	AC	PP
02	DRAGON CLAW	DRG	80	100	15
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
13	ICE BEAM	ICE	95	100	10
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
20	SAFEGUARD	NRM	-	-	25
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
23	IRON TAIL	STL	100	75	15
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
35	FLAMETHROWER	FIRE	95	100	15
38	FIRE BLAST	FIRE	120	85	5
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
47	STEEL WING	STL	70	90	25

DUNSPARCE

SNAG IN PYRITE CAVE (LEVEL 33)

TYPE: NORMAL ABILITY: SERENE GRACE/RUN AWAY



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
SPIE	GHO	-	-	100	10
GLARE	NRM	-	-	75	30
YAWN	NRM	-	-	100	10
TAKE DOWN	NRM	-	90	85	20
TAKE DOWN	NRM	34	90	85	20
ENDEAVOR	NRM	41	-	100	5

TM MOVES

#	MOVE	TYPE	BA	AC	PP
03	WATER PULSE	WTR	60	100	20
04	CALM MIND	PSY	-	-	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
23	IRON TAIL	STL	100	75	15
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
30	SHADOW BALL	GHO	80	100	15
32	DOUBLE TEAM	NRM	-	-	15
34	SHOCK WAVE	ELC	60	-	20
35	FLAMETHROWER	FIRE	95	100	15
38	FIRE BLAST	FIRE	120	85	5
39	ROCK TOMB	RCK	50	80	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10

SUDOWOODO

SNAG IN PYRITE CAVE (LEVEL 35)

TYPE: ROCK ABILITY: STURDY/ROCK HEAD



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
FLAIL	NRM	-	-	100	15
BLOCK	NRM	-	-	100	5
LOW KICK	FTG	-	-	100	20
ROCK SLIDE	RCK	-	75	90	10
FAINT ATTACK	DRK	41	60	-	20
SLAM	NRM	49	80	75	20
DOUBLE-EDGE	NRM	57	120	100	15

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
04	CALM MIND	PSY	-	-	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
12	TAUNT	DRK	-	100	20
17	PROTECT	NRM	-	-	10
21	FRUSTRATION	NRM	-	100	20
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
37	SANDSTORM	RCK	-	-	10
39	ROCK TOMB	RCK	50	80	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10

HITMONTOP

SNAG IN AGATE VILLAGE (LEVEL 38)

TYPE: FIGHTING ABILITY: INTIMIDATE



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
AGILITY	PSY	-	-	-	30
FOCUS ENERGY	NRM	-	-	-	30
TRIPLE KICK	FTG	-	10	90	10
RAPID SPIN	NRM	-	20	100	40
DETECT	FTG	43	-	-	5
ENDEAVOR	NRM	49	-	100	5

TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
08	BULK UP	FTG	-	-	20
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
37	SANDSTORM	RCK	-	-	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10

ENTEI

SNAG ON MT. BATTLE (LEVEL 40)

TYPE: FIRE ABILITY: PRESSURE



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
SUNNY DAY	FIRE	-	-	-	5
LEER	NRM	-	-	100	30
BITE	DRK	-	60	100	25
FIRE BLAST	FIRE	-	120	85	5
STOMP	NRM	41	65	100	20
FLAMETHROWER	FIRE	51	95	100	15
SWAGGER	NRM	61	-	90	15
FIRE BLAST	FIRE	71	120	85	5
CALM MIND	PSY	81	-	-	20

TM MOVES

#	MOVE	TYPE	BA	AC	PP
04	CALM MIND	PSY	-	-	20
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
23	IRON TAIL	STL	100	75	15
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
35	FLAMETHROWER	FIRE	95	100	15
37	SANDSTORM	RCK	-	-	10
38	FIRE BLAST	FIRE	120	85	5
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10

LEDIAN

SNAG IN THE UNDER (LEVEL 40)

TYPE: BUG-FLYING ABILITY: SWARM/EARLY BIRD



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
BATON PASS	NRM	-	-	-	40
SAFEGUARD	NRM	-	-	-	25
SUPERSONIC	NRM	-	-	55	20
COMET PUNCH	NRM	-	18	85	15
SWIFT	NRM	42	60	-	20
AGILITY	PSY	51	-	-	30
DOUBLE-EDGE	NRM	60	120	100	15

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
19	GIGA DRAIN	GRS	60	100	5
20	SAFEGUARD	NRM	-	-	25
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10

SUICUNE

SNAG IN THE UNDER (LEVEL 40)

TYPE: WATER ABILITY: PRESSURE



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
RAIN DANCE	WTR	-	-	-	5
LEER	NRM	-	-	100	30
GUST	FLY	-	40	100	35
SURF	WTR	-	95	100	15
AURORA BEAM	ICE	41	65	100	20
MIST	ICE	51	-	-	30
MIRROR COAT	PSY	61	-	100	20
HYDRO PUMP	WTR	71	120	80	5
CALM MIND	PSY	81	-	-	20

TM MOVES

#	MOVE	TYPE	BA	AC	PP
03	WATER PULSE	WTR	60	100	20
04	CALM MIND	PSY	-	-	20
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
07	HAIL	ICE	-	-	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
37	SANDSTORM	RCK	-	-	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10

GLIGAR

SNAG IN THE UNDER (LEVEL 43)

TYPE: GROUND-FLYING ABILITY: HYPER CUTTER/SAND VEIL

HP	SPEED
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ATTACK	DEFENSE
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SA	SD
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LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
FAINT ATTACK	DRK	-	60	-	20
SAND-ATTACK	GRD	-	-	100	15
POISON STING	PSN	-	15	100	35
SLASH	NRM	-	70	100	20
SCREECH	NRM	44	-	85	40
GUILLOTINE	NRM	52	-	30	5

TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
32	DOUBLE TEAM	NRM	-	-	15
36	SLUDGE BOMB	PSN	90	100	10
37	SANDSTORM	RCK	-	-	10
39	ROCK TOMB	RCK	50	80	10
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
47	STEEL WING	STL	70	90	25

STANTLER

SNAG IN THE UNDER (LEVEL 43)

TYPE: NORMAL ABILITY: INTIMIDATE

HP	SPEED
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ATTACK	DEFENSE
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SA	SD
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LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
ASTONISH	GHO	-	30	100	15
HYPNOSIS	PSY	-	-	60	20
LEER	NRM	-	-	100	30
TAKE DOWN	NRM	-	90	85	20
CALM MIND	PSY	49	-	-	20

TM MOVES

#	MOVE	TYPE	BA	AC	PP
04	CALM MIND	PSY	-	-	20
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
23	IRON TAIL	STL	100	75	15
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
29	PSYCHIC	PSY	90	100	10
30	SHADOW BALL	GHO	80	100	15
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
34	SHOCK WAVE	ELC	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
48	SKILL SWAP	PSY	-	100	10

PILOSWINE

SNAG IN THE UNDER (LEVEL 43)

TYPE: ICE-GROUND ABILITY: OBLIVIOUS

HP	SPEED
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ATTACK	DEFENSE
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SA	SD
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LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
ENDURE	NRM	-	-	-	10
ODOR SLEUTH	NRM	-	-	100	40
DIG	GRD	-	60	100	10
BLIZZARD	ICE	-	120	70	5
BLIZZARD	ICE	56	120	70	5
AMNESIA	PSY	70	-	-	20

TM MOVES

#	MOVE	TYPE	BA	AC	PP
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
07	HAIL	ICE	-	-	10
10	HIDDEN POWER	NRM	-	100	15
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
15	HYPER BEAM	NRM	150	90	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
37	SANDSTORM	RCK	-	-	10
39	ROCK TOMB	RCK	50	80	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15



SNEASEL

SNAG IN THE UNDER (LEVEL 43)

TYPE: DARK-ICE ABILITY: INNER FOCUS/KEEN EYE



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
FAINT ATTACK	DRK	-	60	-	20
SCREECH	NRM	-	-	85	40
FURY SWIPES	NRM	-	18	80	15
ICY WIND	ICE	-	55	95	15
SLASH	NRM	50	70	100	20
BEAT UP	DRK	57	10	100	10
METAL CLAW	STL	64	50	95	35

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
04	CALM MIND	PSY	-	-	20
06	TOXIC	PSN	-	85	10
07	HAIL	ICE	-	-	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
12	TAUNT	DRK	-	100	20
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
30	SHADOW BALL	GHO	80	100	15
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
40	AERIAL ACE	FLY	60	-	20
41	TORMENT	DRK	-	100	15
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
49	SNATCH	DRK	-	100	10

AIPOM

SNAG IN POKÉMON SHADOW LAB (LEVEL 43)

TYPE: NORMAL ABILITY: RUN AWAY/PICKUP



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
BATON PASS	NRM	-	-	-	40
TICKLE	NRM	-	-	100	20
FURY SWIPES	NRM	-	18	80	15
SWIFT	NRM	-	60	-	20
AGILITY	PSY	50	-	-	30

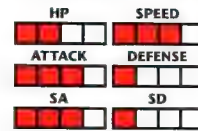
TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
03	WATER PULSE	WTR	60	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
12	TAUNT	DRK	-	100	20
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
23	IRON TAIL	STL	100	75	15
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
30	SHADOW BALL	GHO	80	100	15
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
34	SHOCK WAVE	ELC	60	-	20
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
49	SNATCH	DRK	-	100	10

MURKROW

SNAG IN POKÉMON SHADOW LAB (LEVEL 43)

TYPE: DARK-FLYING ABILITY: INSOMNIA



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
FAINT ATTACK	DRK	-	60	-	20
MEAN LOOK	NRM	-	-	100	5
NIGHT SHADE	GHO	-	-	100	15
FLY	FLY	-	70	95	15
MEAN LOOK	NRM	48	-	100	5

TM MOVES

#	MOVE	TYPE	BA	AC	PP
04	CALM MIND	PSY	-	-	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
12	TAUNT	DRK	-	100	20
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
27	RETURN	NRM	-	100	20
30	SHADOW BALL	GHO	80	100	15
32	DOUBLE TEAM	NRM	-	-	15
40	AERIAL ACE	FLY	60	-	20
41	TORMENT	DRK	-	100	15
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
47	STEEL WING	STL	70	90	25
49	SNATCH	DRK	-	100	10

FORRETRESS

SNAG IN POKÉMON SHADOW LAB (LEVEL 43)

TYPE: BUG-STEEL ABILITY: STURDY



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
EXPLOSION	NRM	-	250	100	5
PROTECT	NRM	-	-	-	10
BIDE	NRM	-	-	100	10
RAPID SPIN	NRM	-	20	100	40
SPIKES	GRD	49	-	-	20
DOUBLE-EDGE	NRM	59	120	100	15

TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
19	GIGA DRAIN	GRS	60	100	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
37	SANDSTORM	RCK	-	-	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

VIBRAVA

SNAG IN POKÉMON SHADOW LAB (LEVEL 43)

TYPE: GROUND-DRAGON ABILITY: LEVITATE



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
CRUNCH	DRK	-	80	100	15
SCREECH	NRM	-	-	85	40
SAND TOMB	GRD	-	15	70	15
DRAGONBREATH	DRG	-	60	100	20
SANDSTORM	RCK	49	-	-	10
HYPER BEAM	NRM	57	150	90	5

TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
19	GIGA DRAIN	GRS	60	100	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
32	DOUBLE TEAM	NRM	-	-	15
37	SANDSTORM	RCK	-	-	10
39	ROCK TOMB	RCK	50	80	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
47	STEEL WING	STL	70	90	25

FLYGON

EVOLVES FROM VIBRAVA (LEVEL 45)

TYPE: GROUND-DRAGON ABILITY: LEVITATE



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
CRUNCH	DRK	-	80	100	15
SCREECH	NRM	-	-	85	40
SAND TOMB	GRD	-	15	70	15
DRAGONBREATH	DRG	-	60	100	20
SANDSTORM	RCK	53	-	-	10
HYPER BEAM	NRM	65	150	90	5

TM MOVES

#	MOVE	TYPE	BA	AC	PP
02	DRAGON CLAW	DRG	80	100	15
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
19	GIGA DRAIN	GRS	60	100	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
23	IRON TAIL	STL	100	75	15
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
32	DOUBLE TEAM	NRM	-	-	15
35	FLAMETHROWER	FIRE	95	100	15
37	SANDSTORM	RCK	-	-	10
38	FIRE BLAST	FIRE	120	85	5
39	ROCK TOMB	RCK	50	80	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
47	STEEL WING	STL	70	90	25

ARIADOS

SNAG IN POKéMON SHADOW LAB (LEVEL 43)

TYPE: BUG-POISON ABILITY: SWARM/INSOMNIA



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
SPIDER WEB	BUG	-	-	100	10
SCARY FACE	NRM	-	-	90	10
LEECH LIFE	BUG	-	20	100	15
SLUDGE BOMB	PSN	-	90	100	10
AGILITY	PSY	53	-	-	30
PSYCHIC	PSY	63	90	100	10

TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
19	GIGA DRAIN	GRS	60	100	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
29	PSYCHIC	PSY	90	100	10
32	DOUBLE TEAM	NRM	-	-	15
36	SLUDGE BOMB	PSN	90	100	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10

GRANBULL

SNAG IN POKéMON SHADOW LAB (LEVEL 43)

TYPE: NORMAL ABILITY: INTIMIDATE



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
BITE	DRK	-	60	100	25
SCARY FACE	NRM	-	-	90	10
ROAR	NRM	-	-	100	20
STRENGTH	NRM	-	80	100	15
TAKE DOWN	NRM	49	90	85	20
CRUNCH	DRK	61	80	100	15

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
03	WATER PULSE	WTR	60	100	20
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
08	BULK UP	FTG	-	-	20
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
12	TAUNT	DRK	-	100	20
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
23	IRON TAIL	STL	100	75	15
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
30	SHADOW BALL	GHO	80	100	15
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
34	SHOCK WAVE	ELC	60	-	20
35	FLAMETHROWER	FIRE	95	100	15
36	SLUDGE BOMB	PSN	90	100	10
38	FIRE BLAST	FIRE	120	85	5
39	ROCK TOMB	RCK	50	80	10
41	TORMENT	DRK	-	100	15
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
50	OVERHEAT	FIRE	140	90	50

RAIKOU

SNAG IN POKéMON SHADOW LAB (LEVEL 40)

TYPE: ELECTRIC ABILITY: PRESSURE



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
RAIN DANCE	WTR	-	-	-	5
LEER	NRM	-	-	100	30
QUICK ATTACK	NRM	-	40	100	30
THUNDER	ELC	-	120	70	10
SPARK	ELC	41	65	100	20
REFLECT	PSY	51	-	-	20
CRUNCH	DRK	61	80	100	15
THUNDER	ELC	71	120	70	10
CALM MIND	PSY	81	-	-	20

TM MOVES

#	MOVE	TYPE	BA	AC	PP
04	CALM MIND	PSY	-	-	20
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
34	SHOCK WAVE	ELC	60	-	20
37	SANDSTORM	RCK	-	-	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10

TYPE: **GRASS** ABILITY: **CHLOROPHYLL**

MOVE	TYPE	LEVEL	BA	AC	PP
SUNNY DAY	FIRE	-	-	-	5
GROWTH	NRM	-	-	-	40
INGRAIN	GR5	-	-	100	20
SOLARBEAM	GR5	-	120	100	10

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
09	BULLET SEED	GRS	10	100	30
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
19	GIGA DRAIN	GRS	60	100	5
20	SAFEGUARD	NRM	-	-	25
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
36	SLUDGE BOMB	PSN	90	100	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

TYPE: **ICE-FLYING** ABILITY: **VITAL SPIRIT/HUSTLE**

MOVE	TYPE	LEVEL	BA	AC	PP
BLIZZARD	ICE	-	120	70	5
ATTRACT	NRM	-	-	100	15
PRESENT	NRM	-	-	90	15
FLY	FLY	-	70	95	15

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
03	WATER PULSE	WTR	60	100	20
06	TOXIC	PSN	-	85	10
07	HAIL	ICE	-	-	10
10	HIDDEN POWER	NRM	-	100	15
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10

TYPE: **BUG-FIGHTING** ABILITY: **SWARM/GUTS**

MOVE	TYPE	LEVEL	BA	AC	PP
REVERSAL	FTG	-	-	100	15
ENDURE	NRM	-	-	-	10
COUNTER	FTG	-	-	100	20
BRICK BREAK	FTG	-	75	100	15
MEGAHORN	BUG	53	120	85	10

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
06	TOXIC	PSN	-	85	10
08	BULK UP	FTG	-	-	20
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
39	ROCK TOMB	RCK	50	80	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10

SKARMORY

SNAG IN REALGAM TOWER (LEVEL 47)

TYPE: STEEL-FLYING ABILITY: KEEN EYE/STURDY

HP	SPEED
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ATTACK	DEFENSE
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SA	SD
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LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
DRILL PECK	FLY	-	80	100	20
METAL SOUND	STL	-	-	85	40
AIR CUTTER	FLY	-	55	95	25
STEEL WING	STL	-	70	90	25

TM MOVES

#	MOVE	TYPE	BA	AC	PP
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
12	TAUNT	DRK	-	100	20
17	PROTECT	NRM	-	-	10
21	FRUSTRATION	NRM	-	100	20
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
37	SANDSTORM	RCK	-	-	10
40	AERIAL ACE	FLY	60	-	20
41	TORMENT	DRK	-	100	15
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
47	STEEL WING	STL	70	90	25

MILTANK

SNAG IN REALGAM TOWER (LEVEL 48)

TYPE: NORMAL ABILITY: THICK FAT

HP	SPEED
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ATTACK	DEFENSE
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SA	SD
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LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
MILK DRINK	NRM	-	-	-	10
DEFENSE CURL	NRM	-	-	-	40
ROLLOUT	RCK	-	30	90	20
BODY SLAM	NRM	-	85	100	15
HEAL BELL	NRM	53	-	-	5

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
03	WATER PULSE	WTR	60	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
23	IRON TAIL	STL	100	75	15
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
30	SHADOW BALL	GHO	80	100	15
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
34	SHOCK WAVE	ELC	60	-	20
37	SANDSTORM	RCK	-	-	10
39	ROCK TOMB	RCK	50	80	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

ABSOL

SNAG IN REALGAM TOWER (LEVEL 48)

TYPE: DARK ABILITY: PRESSURE

HP	SPEED
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ATTACK	DEFENSE
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SA	SD
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LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
PERISH SONG	NRM	-	-	-	5
SWORDS DANCE	NRM	-	-	-	30
SLASH	NRM	-	70	100	20
FAINT ATTACK	DRK	-	60	-	20

TM MOVES

#	MOVE	TYPE	BA	AC	PP
03	WATER PULSE	WTR	60	100	20
04	CALM MIND	PSY	-	-	20
06	TOXIC	PSN	-	85	10
07	HAIL	ICE	-	-	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
12	TAUNT	DRK	-	100	20
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
27	RETURN	NRM	-	100	20
30	SHADOW BALL	GHO	80	100	15
32	DOUBLE TEAM	NRM	-	-	15
34	SHOCK WAVE	ELC	60	-	20
35	FLAMETHROWER	FIRE	95	100	15
37	SANDSTORM	RCK	-	-	10
38	FIRE BLAST	FIRE	120	85	5
40	AERIAL ACE	FLY	60	-	20
41	TORMENT	DRK	-	100	15
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
49	SNATCH	DRK	-	100	10



HOUNDOOM

SNAG IN REALGAM TOWER (LEVEL 48)

TYPE: DARK-FIRE ABILITY: EARLY BIRD/FLASH FIRE



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
FAINT ATTACK	DRK	-	60	-	20
HOWL	NRM	-	-	-	40
SMOG	PSN	-	20	70	20
FLAMETHROWER	FIRE	-	95	100	15
FLAMETHROWER	FIRE	51	95	100	15
CRUNCH	DRK	59	80	100	15

TM MOVES

#	MOVE	TYPE	BA	AC	PP
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
12	TAUNT	DRK	-	100	20
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
23	IRON TAIL	STL	100	75	15
27	RETURN	NRM	-	100	20
30	SHADOW BALL	GHO	80	100	15
32	DOUBLE TEAM	NRM	-	-	15
35	FLAMETHROWER	FIRE	95	100	15
36	SLUDGE BOMB	PSN	90	100	10
38	FIRE BLAST	FIRE	120	85	5
41	TORMENT	DRK	-	100	15
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10
49	SNATCH	DRK	-	100	10
50	OVERHEAT	FIRE	140	90	5

TROPIUS

SNAG IN REALGAM TOWER (LEVEL 48)

TYPE: GRASS-FLYING ABILITY: CHLOROPHYLL



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
SOLARBEAM	GRS	-	120	100	10
SYNTHESIS	GRS	-	-	-	5
MAGICAL LEAF	GRS	-	60	-	20
FLY	FLY	-	70	95	15

TM MOVES

#	MOVE	TYPE	BA	AC	PP
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
09	BULLET SEED	GRS	10	100	30
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
19	GIGA DRAIN	GRS	60	100	5
20	SAFEGUARD	NRM	-	-	25
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
32	DOUBLE TEAM	NRM	-	-	15
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
47	STEEL WING	STL	70	90	25

LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
HYPER BEAM	NRM	-	150	90	5
IRON DEFENSE	STL	-	-	-	15
METAL CLAW	STL	-	50	95	35
PSYCHIC	PSY	-	90	100	10
METEOR MASH	FTG	55	100	85	10
AGILITY	PSY	66	-	-	30
HYPER BEAM	NRM	77	150	90	5

TM MOVES

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
29	PSYCHIC	PSY	90	100	10
30	SHADOW BALL	GHO	80	100	15
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
36	SLUDGE BOMB	PSN	90	100	10
37	SANDSTORM	RCK	-	-	10
39	ROCK TOMB	RCK	50	80	10
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10



TYRANITAR

SNAG IN REALGAM TOWER (LEVEL 55)

TYPE: ROCK-DARK ABILITY: SAND STREAM



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
CRUNCH	DRK	-	80	100	15
THUNDER	ELC	-	120	70	10
ROCK SLIDE	RCK	-	75	90	10
BLIZZARD	ICE	-	120	70	5
EARTHQUAKE	GRD	61	100	100	10
HYPER BEAM	NRM	75	150	90	5

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
02	DRAGON CLAW	DRG	80	100	15
03	WATER PULSE	WTR	60	100	20
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
12	TAUNT	DRK	-	100	20
13	ICE BEAM	ICE	95	100	10
14	BLIZZARD	ICE	120	70	5
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
23	IRON TAIL	STL	100	75	15
24	THUNDERBOLT	ELC	95	100	15
25	THUNDER	ELC	120	70	10
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
34	SHOCK WAVE	ELC	60	-	20
35	FLAMETHROWER	FIRE	95	100	15
37	SANDSTORM	RCK	-	-	10
38	FIRE BLAST	FIRE	120	85	5
39	ROCK TOMB	RCK	50	80	10
40	AERIAL ACE	FLY	60	-	20
41	TORMENT	DRK	-	100	15
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

SMEARGLE

SNAG IN SNAGEM HIDEOUT (LEVEL 45)

TYPE: NORMAL ABILITY: OWN TEMPO



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
SKETCH	NRM	-	-	-	1
TAIL WHIP	NRM	-	-	100	30
DOUBLES LAP	NRM	-	15	85	10
IRON TAIL	STL	-	100	75	15
SKETCH	NRM	51	-	-	1
SKETCH	NRM	61	-	-	1
SKETCH	NRM	71	-	-	1
SKETCH	NRM	81	-	-	1
SKETCH	NRM	91	-	-	1

NO TM MOVES

URSARING

SNAG IN SNAGEM HIDEOUT (LEVEL 45)

TYPE: NORMAL ABILITY: GUTS



LEVEL-UP MOVES

MOVE	TYPE	LEVEL	BA	AC	PP
FAINT ATTACK	DRK	-	60	-	20
FAKE TEARS	DRK	-	-	100	20
LICK	GHO	-	20	100	30
SLASH	NRM	-	70	100	20
THRASH	NRM	49	90	100	20

TM MOVES

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
05	ROAR	NRM	-	100	20
06	TOXIC	PSN	-	85	10
08	BULK UP	FTG	-	-	20
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
12	TAUNT	DRK	-	100	20
15	HYPER BEAM	NRM	150	90	5
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
21	FRUSTRATION	NRM	-	100	20
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
39	ROCK TOMB	RCK	50	80	10
40	AERIAL ACE	FLY	60	-	20
41	TORMENT	DRK	-	100	15
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
46	THIEF	DRK	40	100	10

SHUCKLE
SNAG IN THE UNDER (LEVEL 45)
TYPE: BUG-ROCK ABILITY: STURDY

TYPE: **BUG-ROCK** ABILITY: **STURDY**

TYPE: **BUG-ROCK** ABILITY: **STURDY**



MOVE	TYPE	LEVEL	BA	AC	PP
SAFEGUARD	NRM	36	-	-	25
ENCORE	NRM	-	-	100	5
REST	PSY	-	-	-	10
BIDE	NRM	-	-	100	10

#	MOVE	TYPE	BA	AC	PP
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
17	PROTECT	NRM	-	-	10
20	SAFEGUARD	NRM	-	-	25
21	FRUSTRATION	NRM	-	100	20
26	EARTHQUAKE	GRD	100	100	10
27	RETURN	NRM	-	100	20
28	DIG	GRD	60	100	10
32	DOUBLE TEAM	NRM	-	-	15
36	SLUDGE BOMB	PSN	90	100	10
37	SANDSTORM	RCK	-	-	10
39	ROCK TOMB	RCK	50	80	10
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15

TOGETIC

SNAG FROM SHADY GUY (LEVEL 20)

TYPE: **NORMAL-FLYING** ABILITY: **HUSTLE/SERENE GRACE**

TYPE: **NORMAL-FLYING** ABILITY: **HUSTLE/SERENE GRACE**TYPE: **NORMAL-FLYING** ABILITY: **HUSTLE/SERENE GRACE**

MOVE	TYPE	LEVEL	BA	AC	PP
METRONOME	NRM	-	-	-	10
CHARM	NRM	-	-	100	20
SWEET KISS	NRM	-	-	75	10
YAWN	NRM	-	-	100	10
ENCORE	NRM	21	-	100	5
FOLLOW ME	NRM	26	-	100	20
WISH	NRM	31	-	100	10
SAFEGUARD	NRM	36	-	-	25
DOUBLE-EDGE	NRM	41	120	100	15

#	MOVE	TYPE	BA	AC	PP
01	FOCUS PUNCH	FTG	150	100	20
03	WATER PULSE	WTR	60	100	20
06	TOXIC	PSN	-	85	10
10	HIDDEN POWER	NRM	-	100	15
11	SUNNY DAY	FIRE	-	-	5
15	HYPER BEAM	NRM	150	90	5
16	LIGHT SCREEN	PSY	-	-	30
17	PROTECT	NRM	-	-	10
18	RAIN DANCE	WTR	-	-	5
20	SAFEGUARD	NRM	-	-	25
21	FRUSTRATION	NRM	-	100	20
22	SOLARBEAM	GRS	120	100	10
29	RETURN	NRM	-	100	20
29	PSYCHIC	PSY	90	100	10
30	SHADOW BALL	GHO	80	100	15
31	BRICK BREAK	FTG	75	100	15
32	DOUBLE TEAM	NRM	-	-	15
33	REFLECT	PSY	-	-	20
34	SHOCK WAVE	ELC	60	-	20
35	FLAMETHROWER	FIRE	95	100	15
38	FIRE BLAST	FIRE	120	85	5
40	AERIAL ACE	FLY	60	-	20
42	FACADE	NRM	70	100	20
43	SECRET POWER	NRM	70	100	20
44	REST	PSY	-	-	10
45	ATTRACT	NRM	-	100	15
47	STEEL WING	STL	70	90	25

REFERENCE DATA



ITEMS

Items and held items noted in red can't be found in Pokémon Colosseum—they must be imported from the Pokémon games on the GBA.

HEALTH ITEMS

Item	Description	Location	Price
Antidote	Cures a Pokémon's Poison condition	Some Pokémon Marts	100
Awakening	Wakes Pokémon that has a Sleep condition	Some Pokémon Marts	250
Blue Flute	Wakes Pokémon that has a Sleep condition	—	—
Burn Heal	Heals a Pokémon's Burn condition	Some Pokémon Marts	250
Elixir	Restores 10 PP to all moves	Laboratory, Snagem Hideout	—
Energy Root	Restores 200 HP, but bitterness lessens friendship	The Under	800
Energypowder	Restores 50 HP, but bitterness lessens friendship	The Under	500
Ether	Restores 10 PP to one move	Pyrite Cave	—
Fresh Water	Restores 50 HP	The Under	200
Full Heal	Cures all status conditions	Some Pokémon Marts, Pyrite Cave, Laboratory	600
Full Restore	Cures all status conditions and restores all HP	Pokémon Mart (The Under), Laboratory	3,000
Heal Powder	Cures all status conditions, but bitterness lessens friendship	The Under	450
Hyper Potion	Restores 200 HP	Some Pokémon Marts, Pyrite Bldg., Pyrite Cave, The Under	1,200
Ice Heal	Heals a Pokémon's Freeze condition	Some Pokémon Marts	250
Lava Cookie	Cures all status conditions	—	—
Lemonade	Restores 80 HP	The Under	350
Max Elixir	Restores all PP to all moves	Snagem Hideout	—
Max Ether	Restores all PP to one move	Snagem Hideout	—
Max Potion	Restores all HP	Pokémon Mart (The Under), The Under, Pyrite Bldg., Snagem Hideout	2,500
Max Revive	Revives fainted Pokémon and restores full HP	Snagem Hideout	—
Paralyze Heal	Cures a Pokémon's Paralyze condition	Some Pokémon Marts	200
Potion	Restores 20 HP	Pokémon Mart (Phenac City)	300
Red Flute	Disrupts a Pokémon's attraction during battle	—	—
Revival Herb	Revives fainted Pokémon with full HP, but bitterness lessens friendship	The Under	2,800
Revive	Revives fainted Pokémon and restores 1/2 of its HP	Some Pokémon Marts, Pyrite Bldg., Laboratory	1,500
Soda Pop	Restores 60 HP	The Under	300
Super Potion	Restores 50 HP	Pokémon Mart (Phenac City/Agate Village), Phenac City	700
Yellow Flute	Cures Pokémon's Confuse condition	—	—

SKILL- AND LEVEL-INCREASING ITEMS

Item	Description	Location	Price
Calcium	Raises Special Attack permanently	Pokémon Mart (Agate Village)	9,800
Carbos	Raises Speed permanently	Pokémon Mart (Agate Village), Pyrite Cave	9,800
Dire Hit	Increases chance of a critical hit for one battle	Pokémon Mart (Phenac City)	650
Guard Spec.	Guards against stat-reducing moves for one battle	Pokémon Mart (Phenac City)	700
HP Up	Raises maximum HP permanently	Pokémon Mart (Agate Village), Laboratory	9,800
Iron	Raises Defense permanently	Pokémon Mart (Agate Village), Pyrite Cave	9,800
PP Up	Raises PP permanently	Laboratory, Snagem Hideout	—
Protein	Raises Attack permanently	Pokémon Mart (Agate Village), Pyrite Cave	9,800
Rare Candy	Raises Pokémon's level by one permanently	The Under, Snagem Hideout	—
X Accuracy	Increases the Accuracy of all moves for one battle	Pokémon Mart (Phenac City)	950
X Attack	Increases Attack for one battle	Pokémon Mart (Phenac City)	500
X Defend	Increases Defense for one battle	Pokémon Mart (Phenac City)	550
X Special	Raises Special Attack for one battle	Pokémon Mart (Phenac City)	350
X Speed	Increases Speed for one battle	Pokémon Mart (Phenac City)	350
Zinc	Raises Special Defense permanently	Pokémon Mart (Agate Village), Pyrite Cave	9,800

ITEMS FOR SHADOW POKÉMON PURIFICATION

Item	Description	Location	Price
Excite Scent	Purifies a Shadow Pokémon to a good extent	Agate Village	800
Joy Scent	Purifies a Shadow Pokémon to a slight extent	Agate Village	600
Time Flute	Calls Celebi to purify a Shadow Pokémon completely	Mt. Battle, The Under	—
Vivid Scent	Purifies Shadow Pokémon to a great extent	Agate Village	1,200



KEY ITEMS

Item	Description	Location
Blue ID Badge	Unlocks the blue lock in Realgam Tower	Realgam Tower
Card Key	Used to enter the right side of the lab	Laboratory
Cologne Case	Holds Cologne Massage scents used for purification	Agate Village
D-Disk	Moves The Under's UFO transport downward	Snagem Hideout
Data ROM	A computer ROM that holds secret data	Laboratory
DNA Sample (Bayleef)	Might be one of three DNA samples found in the lab	Laboratory
DNA Sample (Croconaw)	Might be one of three DNA samples found in the lab	Laboratory
DNA Sample (Entei)	Might be one of three DNA samples found in the lab	Laboratory
DNA Sample (Mightyena)	Might be one of three DNA samples found in the lab	Laboratory
DNA Sample (Misdreavus)	Might be one of three DNA samples found in the lab	Laboratory
DNA Sample (Quilava)	Might be one of three DNA samples found in the lab	Laboratory
DNA Sample (Raikou)	Might be one of three DNA samples found in the lab	Laboratory
DNA Sample (Sudowoodo)	Might be one of three DNA samples found in the lab	Laboratory
DNA Sample (Suicune)	Might be one of three DNA samples found in the lab	Laboratory
Down St. Key	Unlocks the door to the lab's lower level	Laboratory
Ein File C	Contains details about Celebi	Agate Village
Ein File F	Contains final details about purification	The Under
Ein File H	Contains details about Hyper mode	Pyrite Bldg.
Ein File P	Contains details about purification	Pyrite Cave
Ein File S	Contains details about Shadow Pokémon	Pyrite Bldg.
Elevator Key	Used to enter the elevator to go to The Under	Pyrite Town
F-Disk	Moves The Under's UFO transport forward	Mt. Battle
Gear	A part of the Pyrite Town windmill	Construction Site
Green ID Badge	Unlocks the green lock in Realgam Tower	Realgam Tower
Jail Key	Unlocks the jail in Pyrite Town's police department	Pyrite Town
L-Disk	Moves The Under's UFO transport to the left	The Under
Maingate Key	Unlocks the gate to the lab complex	Laboratory basement (via The Under subway)
Powerup Part	Used to upgrade the Kids Grid network	The Under
R-Disk	Moves The Under's UFO transport to the right	The Under
Red ID Badge	Unlocks the red lock in Realgam Tower	Realgam Tower
Small Tablet	Reveals Relic Stone secrets	Agate Village
Steel Teeth	A set of steel teeth	The Under
Subway Key	Used to turn on the subway controls	The Under
U-Disk	Moves The Under's UFO transport upward	Laboratory basement (via The Under subway)
Yellow ID Badge	Unlocks the yellow lock in Realgam Tower	Realgam Tower

BALLS

Item	Description	Location	Price
Dive Ball	Better against Pokémon on the ocean floor	—	—
Great Ball	Catches Pokémon better than a Poké Ball	Outskirt Stand, Pyrite Bldg.	600
Luxury Ball	Makes Pokémon friendlier after it's caught	—	—
Master Ball	Always catches a Pokémon	Agate Village	—
Nest Ball	Better against lower-level Pokémon	Outskirt Stand	1,000
Net Ball	Better against Bug-type and Water-type Pokémon	Outskirt Stand	1,000
Poké Ball	The basic ball used to catch Pokémon	Outskirt Stand	200
Premier Ball	Same as the Poké Ball except for its design	Outskirt Stand	—
Repeat Ball	Better against kinds of Pokémon already caught	—	—
Timer Ball	Improves catching success as the battle grows longer	Outskirt Stand, The Under	1,000
Ultra Ball	Catches Pokémon better than Great Ball	Outskirt Stand, Pyrite Cave, Agate Village, The Under, Snagem Hideout	1,200

ITEMS TO SELL

Item	Description	Location	Price
Big Mushroom	Sells for a high price	—	—
Big Pearl	Sells for a high price	—	—
Nugget	Sells for a high price	Tyranitar (Shadow Pokémon)	—
Pearl	Sells for a high price	—	—
Star Piece	Sells for a high price	—	—
Stardust	Sells for a high price	—	—
Tinymushroom	Sells for a low price	—	—

HELD ITEMS FOR POKÉMON

Description	Location	Location/Shadow Pokémon	Pokémon Coupon
Amulet Coin	Doubles earnings if Pokémon battles	The Under	—
Black Belt	Increases power of Fighting-type attacks	Hitmontop (Shadow Pokémon)	—
Blackglasses	Increases power of Dark-type attacks	The Under	—
Brightpowder	Lowers opponent's Accuracy with all moves for one battle	Poké Coupon Exchange	10,000
Charcoal	Increases power of Fire-type attacks	Quilava (Shadow Pokémon)	—
Choice Band	Multiplies power of move used first by 1.5; can't use other moves	Poké Coupon Exchange	10,000
Deepseascale	Doubles Clamperl's Special Defense	—	—
Deepseatooth	Doubles Clamperl's Special Attack	—	—
Dragon Fang	Increases power of Dragon-type attacks	Vibrava (Shadow Pokémon)	—
Everstone	Prevents a Pokémon from evolving	—	—
Exp. Share	Gives a Pokémon an extra share of battle experience	Agate Village	—
Focus Band	Occasionally prevents a Pokémon from fainting	Poké Coupon Exchange	10,000
Hard Stone	Increases power of Rock-type attacks	Sudowoodo (Shadow Pokémon)	—
King's Rock	May cause flinching when opponent is hit	Poké Coupon Exchange	10,000
Lax Incense	Lowers opponent's Accuracy with all moves for one battle	—	—
Leftovers	Restores HP gradually during battle	Poké Coupon Exchange	10,000
Light Ball	Doubles Pikachu's Special Attack	—	—
Macho Brace	Grows stats better but halves speed	Pyrite Cave	—
Magnet	Increases power of Electric-type attacks	—	—
Mental Herb	Disrupts a Pokémon's attraction during battle	Poké Coupon Exchange	8,000
Metal Coat	Increases power of Steel-type attacks	Metagross (Shadow Pokémon)	—
Miracle Seed	Increases power of Grass-type attacks	Bayleef (Shadow Pokémon)	—
Mystic Water	Increases power of Water-type attacks	Croconaw (Shadow Pokémon)	—
Nevermeltice	Increases power of Ice-type attacks	Delibird (Shadow Pokémon)	—
Poison Barb	Increases power of Poison-type attacks	Quilfish (Shadow Pokémon)	—
Quick Claw	Increases chance of attacking first	Agate Village, Poké Coupon Exchange	10,000
Scope Lens	Increases chance of scoring a critical hit	Poké Coupon Exchange	10,000
Sea Incense	Increases power of Water-type attacks	—	—
Sharp Beak	Increases power of Flying-type attacks	Skarmory (Shadow Pokémon)	—
Shell Bell	Restores HP by 1/8 of damage to opponent	—	—
Silk Scarf	Increases power of Normal-type attacks	Agate Village	—
Silver Powder	Increases power of Bug-type attacks	Ariados (Shadow Pokémon)	—
Soft Sand	Increases power of Ground-type attacks	Piloswine (Shadow Pokémon)	—
Soothe Bell	Speeds development of a Pokémon's friendship	—	—
Soul Dew	Raises Special Attack and Special Defense for Latios or Latias	—	—
Spell Tag	Increases power of Ghost-type attacks	Misdreavus (Shadow Pokémon)	—
Twistedspoon	Increases power of Psychic-type attacks	Meditite (Shadow Pokémon)	—
White Herb	Restores stats to normal levels	Phenac City, Poké Coupon Exchange	8,000

OTHER ITEMS

Item	Description
Black Flute	—
Blue Scarf	—
Blue Shard	—
Cleanse Tag	—
Dragon Scale	Evolves specific Pokémon
Escape Rope	—
Fire Stone	Evolves specific Pokémon
Fluffy Tail	—
Green Scarf	—
Green Shard	—
Heart Scale	—
Leaf Stone	Evolves specific Pokémon
Max Repel	—
Moon Stone	Evolves specific Pokémon

Item	Description
Pink Scarf	—
Red Scarf	—
Red Shard	—
Repel	—
Shoal Salt	—
Shoal Shell	—
Smoke Ball	—
Sun Stone	Evolves specific Pokémon
Super Repel	—
Thunder Stone	Evolves specific Pokémon
Water Stone	Evolves specific Pokémon
White Flute	—
Yellow Scarf	—
Yellow Shard	—



BERRIES A Pokémon that holds a berry may choose to use it when the time is right. Berries noted in red have no effect in battle.

Item	Description	Flavor	Pokémon Coupon
Aguav Berry	Restores 10 HP when HP is half or lower; confuses Pokémon that dislike Bitter flavor	Bitter	—
Apicot Berry	Raises Special Defense when HP is low	Dry, Sour	15,000
Aspear Berry	Eliminates Freeze condition	Sour	—
Belue Berry	—	Spicy, Sour	—
Bluk Berry	—	Dry, Sweet	—
Cheri Berry	Eliminates Paralyze condition	Spicy	—
Chesto Berry	Eliminates Sleep condition	Dry	—
Cornn Berry	—	Dry, Sweet	—
Durin Berry	—	Sour, Bitter	—
Figy Berry	Restores 10 HP when HP is half or lower; confuses Pokémon that dislike Spicy flavor	Spicy	—
Ganlon Berry	Raises Defense when HP is low	Dry, Bitter	15,000
Grepa Berry	—	Dry, Sweet, Sour	—
Hondew Berry	—	Dry, Spicy, Bitter	—
Iapapa Berry	Restores 10 HP when HP is half or lower; confuses Pokémon that dislike Sour flavor	Sour	—
Kelpsy Berry	—	Dry, Sour, Bitter	—
Leppa Berry	Restores all PP when PP is zero	Sweet, Spicy, Sour, Bitter	—
Liechi Berry	Raises power of attacks when HP is low	Sweet, Spicy, Sour	—
Lum Berry	Cures any status condition	Dry, Sweet, Spicy, Sour, Bitter	—
Mago Berry	Restores 10 HP when HP is half or lower; confuses Pokémon that dislike Sweet flavor	Sweet	—
Magost Berry	—	Sweet, Bitter	—
Nanab Berry	—	Sweet, Bitter	—
Nomel Berry	—	Spicy, Sour	—
Oran Berry	Restores 10 HP when HP is half or lower	Dry, Sweet, Spicy, Sour, Bitter	—
Pamtre Berry	—	Dry, Sweet	—
Pecha Berry	Eliminates Poison condition	Sweet	—
Persim Berry	Eliminates Confuse condition	Dry, Sweet, Spicy, Sour, Bitter	—
Petaya Berry	Raises Special Attack when HP is low	Spicy, Bitter	15,000
Pinap Berry	—	Spicy, Sour	—
Pomeg Berry	—	Sweet, Spicy, Bitter	—
Qualot Berry	—	Sweet, Spicy, Sour	—
Rabuta Berry	—	Sour, Bitter	—
Rawst Berry	Eliminates Burn condition	Bitter	—
Razz Berry	—	Dry, Spicy	—
Salac Berry	Raises Speed when HP is low	Sweet, Sour	15,000
Sitrus Berry	Restores 30 HP when HP is half or lower	Dry, Sweet, Spicy, Sour, Bitter	—
Spelon Berry	—	Dry, Spicy	—
Tamato Berry	—	Dry, Spicy	—
Watmel Berry	—	Sweet, Bitter	—
Wepear Berry	—	Sour, Bitter	—
Wiki Berry	Restores HP when HP is half or lower; confuses Pokémon that dislike Dry flavor	Dry	—

TECHNICAL MACHINES

TM	Ability	Location	Price
01	Focus Punch	Pyrite Colosseum	—
02	Dragon Claw	Deep Colosseum	—
03	Water Pulse	—	—
04	Calm Mind	—	—
05	Roar	Pyrite Colosseum	—
06	Toxic	Pyrite Colosseum	—
07	Hail	Pyrite Colosseum	—
08	Bulk Up	—	—
09	Bullet Seed	—	—
10	Hidden Power	Pokémon Mart (The Under)	3,000
11	Sunny Day	Phenac Stadium	—
12	Taunt	Deep Colosseum	—
13	Ice Beam	Poké Coupon Exchange	4,000*
14	Blizzard	Pokémon Mart (The Under)	5,500
15	Hyper Beam	Pokémon Mart (The Under)	7,500
16	Light Screen	Pokémon Mart (The Under)	3,000
17	Protect	Pokémon Mart (The Under)	3,000
18	Rain Dance	Phenac Stadium	—
19	Giga Drain	Phenac Stadium	—
20	Safeguard	Pokémon Mart (The Under)	3,000
21	Frustration	—	—
22	Solarbeam	Phenac Stadium	—
23	Iron Tail	Under Colosseum	—
24	Thunderbolt	Poké Coupon Exchange	4,000*
25	Thunder	Pokémon Mart (The Under)	5,500

TM	Ability	Location	Price
26	Earthquake	Laboratory	—
27	Return	Phenac City	—
28	Dig	—	—
29	Psychic	Poké Coupon Exchange	3,500*
30	Shadow Ball	Under Colosseum	—
31	Brick Break	Pyrite Colosseum	—
32	Double Team	Poké Coupon Exchange	1,500*
33	Reflect	Pokémon Mart (The Under)	3,000
34	Shock Wave	—	—
35	Flamethrower	Poké Coupon Exchange	4,000*
36	Sludge Bomb	Under Colosseum	—
37	Sandstorm	Under Colosseum	—
38	Fire Blast	Pokémon Mart (The Under)	5,500
39	Rock Tomb	—	—
40	Aerial Ace	—	—
41	Torment	Phenac City	—
42	Facade	—	—
43	Secret Power	—	—
44	Rest	Deep Colosseum	—
45	Attract	The Under	—
46	Thief	Pyrite Town	—
47	Steel Wing	Mt. Battle	—
48	Skill Swap	Deep Colosseum	—
49	Snatch	Pyrite Cave	—
50	Overheat	—	—

* You can acquire the TM only by using Poké Coupon points.

BATTLE MOVES

BA=Basic Attack Power

AC=Accuracy

 Physical Attacks
 Special Attacks

2-on-2 Battle Range:

1=Move is effective against one foe or partner.

2=Move is effective against both foes at once.

3=Move is effective against both foes and partner at once.

S=Move is effective against only the Pokémon that executes the move.

R=Move takes effect on random Pokémon chosen from both foes and partner.

Move	Type	BA	AC	PP	2-on-2	DA	Effect
Absorb	GRS	20	100	20	1		Restores HP equal to 1/2 the damage caused to foe

PP=Power Points

DA: Moves marked as direct attacks trigger the effects of some abilities, such as Rough Skin, that react to certain kinds of physical attacks, like Aerial Ace.

Move	Type	BA	AC	PP	2-on-2	DA	Effect
Absorb	GRS	20	100	20	1		Restores HP equal to 1/2 the damage caused to foe
Acid	PSN	40	100	30	2		Has a 10% chance of lowering foe's Defense by 1 level
Acid Armor	PSN	-	-	40	5		Raises Defense by 2 levels
Aerial Ace (TM 40)	FLY	60	-	20	1	•	Hits foe unavoidably
Agility	PSY	-	-	30	5		Raises Pokémon's Speed by 2 levels
Air Cutter	FLY	55	95	25	2		High chance of a critical hit
Amnesia	PSY	-	-	20	5		Raises Special Defense by 2 levels
Ancientpower	RCK	60	100	5	1	•	Has a 10% chance of raising Attack, Defense, Sp. Attack, Sp. Defense and Speed by 1 level
Arm Thrust	FTG	15	100	20	1	•	Attacks 2-5 times per turn
Aromatherapy	GRS	-	-	5	5		Heals all critical conditions of all Pokémon in party
Assist	NRM	-	100	20	-		Uses a random move of a Pokémon not in battle
Astonish	GHO	30	100	15	1	•	Has a 30% chance of causing Flinch
Attract (TM 45)	NRM	-	100	15	1		Causes foe of opposite gender to become attracted (50% chance that Pokémon can't move)
Aurora Beam	ICE	65	100	20	1		Has a 10% chance of lowering foe's Attack one level
Barrier	PSY	-	-	30	5		Raises Defense by two levels
Baton Pass	NRM	-	-	40	5		Swaps in new Pokémon; outbound Pokémon's status/stat effects transferred to new Pokémon
Beat Up	DRK	10	100	10	1		Attacks opponent a number of times equal to your number of healthy Pokémon
Belly Drum	NRM	-	-	10	5		Decreases HP by 50% and increases Attack to maximum possible
Bide	NRM	-	100	10	5	•	Doubles damage received while waiting 2 turns and inflicts it on foe
Bind	NRM	15	75	20	1	•	Damages foe for 2-5 turns; foe can't escape until completed
Bite	DRK	60	100	25	1	•	Has a 30% chance of causing Flinch
Blaze Kick	FTG	85	90	10	1	•	Has a high chance of a critical hit; 10% chance of causing Burn
Blizzard (TM 14)	ICE	120	70	5	2		Has a 10% chance of causing Freeze
Block	NRM	-	100	5	1		Prevents foe from switching out during battle
Body Slam	NRM	85	100	15	1	•	Has a 30% chance of causing Paralyze
Bounce	FLY	85	85	5	1	•	Helps Pokémon avoid attack on 1st turn then strike on 2nd; 30% chance of causing Paralyze
Brick Break (TM 31)	FTG	75	100	15	1	•	Shatters foe's Reflect and Light Screen protection
Bubble	WTR	20	100	30	2		Has a 10% chance of reducing foe's Speed 1 level
Bubblebeam	WTR	65	100	20	1		Has a 10% chance of reducing foe's Speed 1 level
Bulk Up (TM 08)	FTG	-	-	20	5		Raises Attack and Defense by 1 level
Bullet Seed (TM 09)	GRS	10	100	30	1		Attacks 2-5 times per turn
Calm Mind (TM 04)	PSY	-	-	20	5		Raises Sp. Attack and Sp. Defense 1 level
Camouflage	NRM	-	100	20	5		Changes Pokémon's type (grass=Grass; sand=Ground; water=Water; caves=Rock; other=Normal)
Charge	ELC	-	100	20	5		Doubles power of the Electric-type move that's used next
Charm	NRM	-	100	20	1		Lowers foe's Attack by 2 levels
Clamp	WTR	35	75	10	1	•	Damages foe for 2-5 turns; foe can't escape until completed
Confuse Ray	GHO	-	100	10	1		Causes Confuse
Confusion	PSY	50	100	25	1		Has a 10% chance of causing Confuse
Constrict	NRM	10	100	35	1	•	Has a 10% chance of lowering foe's Speed
Conversion	NRM	-	-	30	5		Changes Pokémon's type into one of its attack types
Conversion 2	NRM	-	100	30	5		Changes Pokémon's type into one that matches an attack type that its foe is weak against
Cosmic Power	PSY	-	-	20	5		Raises Defense and Sp. Defense 1 level

Move	Type	BA	AC	PP	2-on-2	DA	Effect
Cotton Spore	GRS	-	85	40	1		Lowers foe's Speed 2 levels
Counter	FTG	-	100	20	-	●	Attacks second, doing 2x physical attack damage that foe did to Pokémon
Covet	NRM	40	100	40	1		Takes a foe's held item (if any)
Crabhammer	WTR	90	85	10	1	●	High chance of a critical hit
Cross Chop	FTG	100	80	5	1	●	High chance of a critical hit
Crunch	DRK	80	100	15	1	●	Has a 20% chance of lowering foe's Sp. Defense 1 level
Crush Claw	NRM	75	95	10	1	●	Has a 50% chance of lowering foe's Defense 1 level
Curse	?	-	-	10	1		Raises Att & Def 1 level but reduces Speed 1 level; halves GHO's HP and quarters foe's HP each turn
Cut (HM 01)	NRM	50	95	30	1	●	No extra effect beyond damaging foe
Defense Curl	NRM	-	-	40	S		Raises Defense 1 level
Destiny Bond	GHO	-	-	5	S		Causes foe to faint if the move user faints
Detect	FTG	-	-	5	S		Wards off foe's moves for 1 turn; success falls if used consecutively
Dig (TM 28)	GRD	60	100	10	1	●	Helps Pokémon avoid attack on first turn then strike on second
Disable	NRM	-	55	20	1		Disables foe's most recently used move for several turns
Dive (HM 08)	WTR	60	100	10	1	●	Helps Pokémon avoid attack on first turn then strike on second
Dizzy Punch	NRM	70	100	10	1	●	Has a 20% chance of causing Confuse
Doom Desire	STL	120	85	5	1		Waits two turns then inflicts damage on foe
Double Kick	FTG	30	100	30	1	●	Attacks twice per turn
Double Team (TM 32)	NRM	-	-	15	S		Raises evasiveness by 1 level
Double-Edge	NRM	120	100	15	1	●	Self-inflicts 1/3 of the damage
Doubleslap	NRM	15	85	10	1	●	Attacks 2-5 times per turn
Dragon Claw (TM 02)	DRG	80	100	15	1	●	No extra effect beyond damaging foe
Dragon Dance	DRG	-	-	20	S		Raises Attack and Speed 1 level
Dragon Rage	DRG	-	100	10	1		Causes 40 points of damage regardless of other battle factors
Dragonbreath	DRG	60	100	20	1		Has a 30% chance of causing Paralyze
Dream Eater	PSY	100	100	15	1		If foe has Sleep condition, damages foe and restores attacker's HP equal to 1/2 inflicted damage
Drill Peck	FLY	80	100	20	1	●	No extra effect beyond damaging foe
Dynamicpunch	FTG	100	50	5	1	●	Causes Confuse
Earthquake (TM 26)	GRD	100	100	10	3		Inflicts twice the damage if foe is using Dig
Ember	FIRE	40	100	25	1		Has a 10% chance of causing Burn
Encore	NRM	-	100	5	1		Forces foe to repeat most recently used move for 3-6 turns
Endeavor	NRM	-	100	5	1	●	Inflicts damage equal to defending Pokémon's HP minus attacker's HP
Endure	NRM	-	-	10	S		Keep 1 HP even if foe's next move would cause Pokémon to faint; success drops if used repeatedly
Eruption	FIRE	150	100	5	2		Inflicts less damage if attacking Pokémon's HP is lower than target's
Explosion	NRM	250	100	5	3		Inflicts a massive amount of damage but causes attacking Pokémon to faint
Extrasensory	PSY	80	100	30	1		Has a 10% chance of causing Flinch
Extremespeed	NRM	80	100	5	1	●	Causes attacker to move first in turn; if both use it, the higher Speed prevails
Facade (TM 42)	NRM	70	100	20	1	●	Doubles Attack stat if attacking Pokémon has a Poison, Paralyze or Burn condition
Faint Attack	DRK	60	-	20	1		Will always strike foe successfully
Fake Out	NRM	40	100	10	1		Causes Flinch, but move causes its damage and effect only on the first turn
Fake Tears	DRK	-	100	20	1		Lowers foe's Sp. Defense 2 levels
False Swipe	NRM	40	100	40	1	●	Leaves foe with 1 HP even if move would normally cause foe to Faint
Featherdance	FLY	-	100	15	1		Lowers foe's Attack 2 levels
Fire Blast (TM 38)	FIRE	120	85	5	1		Has a 10% chance of causing Burn
Fire Punch	FIRE	75	100	15	1		Has a 10% chance of causing Burn
Fire Spin	FIRE	15	70	15	1		Damages foe for 2-5 turns; foe can't escape until completed
Fissure	GRD	-	30	5	1		Causes foe to Faint; the lower foe's level is than yours, the greater AC; can't hit a higher-level foe
Flail	NRM	-	100	15	1	●	Inflicts higher damage if attacking Pokémon's HP is lower
Flame Wheel	FIRE	60	100	25	1	●	Has a 10% chance of causing Burn; can use even if attacker has a Freeze condition
Flamethrower (TM 35)	FIRE	95	100	15	1		Has a 10% chance of causing Burn
Flash (HM 05)	NRM	-	70	20	1		Lowers foe's Accuracy 1 level for all moves
Flatter	DRK	-	100	15	1		Causes Confuse and raises foe's Sp. Attack 1 level
Fly (HM 02)	FLY	70	95	15	1	●	Helps Pokémon avoid attack on first turn then strike on second
Focus Energy	NRM	-	-	30	S		Attack used on next turn will have a high chance of a critical hit
Focus Punch (TM 01)	FTG	150	100	20	1	●	Causes attacking Pokémon to move last in turn but Flinch if foe's first strike connects

Move	Type	BA	AC	PP	2-on-2	DA	Effect
Follow Me	NRM	-	100	20	5		Pokémon moves first and draws all attacks to itself during a 2-on-2 battle
Foresight	NRM	-	100	40	1		Returns foe's evasiveness to normal; exposes Ghost-types to Normal- and Fighting-type attacks
Frustration (TM 21)	NRM	-	100	20	1	●	Inflicts higher damage the weaker your friendship is with your Pokémon
Fury Attack	NRM	15	85	20	1	●	Attacks 2-5 times per turn
Fury Cutter	BUG	10	95	20	1	●	Doubles damage from Fury Cutter's use in previous turn (if it hit foe)
Fury Swipes	NRM	18	80	15	1	●	Attacks 2-5 times per turn
Future Sight	PSY	80	90	15	1		Waits 2 turns then inflicts damage on foe on third turn
Giga Drain (TM 19)	GRS	60	100	5	1		Damages foe and restores own HP equal to 1/2 inflicted damage
Glare	NRM	-	75	30	1		Causes Paralyze
Grasswhistle	GRS	-	55	15	1		Causes Sleep
Growl	NRM	-	100	40	2		Lowers foe's Attack by 1 level
Growth	NRM	-	-	40	5		Raises Sp. Attack 1 level
Grudge	GHO	-	100	5	5		Eliminates all PP from foe's move that causes your defender to faint in battle
Guillotine	NRM	-	30	5	1	●	Causes foe to faint; the lower foe's level is than yours, the greater AC; can't hit a higher-level foe
Gust	FLY	40	100	35	1		Inflicts double damage if foe is using Fly
Hail (TM 07)	ICE	-	-	10	5		Changes weather to hail, which damages non-Ice-type foes for 5 turns
Harden	NRM	-	-	30	5		Raises Defense 1 level
Haze	ICE	-	-	30	5		Returns your team's stats and the opposing team's stats to normal
Headbutt	NRM	70	100	15	1	●	Has a 30% chance of causing Flinch
Heal Bell	NRM	-	-	5	5		Heals all critical conditions of all Pokémon in party
Heat Wave	FIRE	100	90	10	2		Has a 10% chance of causing Burn
Helping Hand	NRM	-	100	20	5		Raises power of partner's move in a 2-on-2 battle
Hi Jump Kick	FTG	85	90	20	1	●	Self-inflicts 1/4 damage if attack doesn't strike foe
Hidden Power (TM 10)	NRM	-	100	15	1		Has a type and effect that vary with the Pokémon that uses it
Horn Attack	NRM	65	100	25	1	●	No extra effect beyond damaging foe
Horn Drill	NRM	-	30	5	1	●	Causes foe to faint; the lower foe's level is than yours, the greater AC; can't hit a higher-level foe
Howl	NRM	-	-	40	5		Raises Attack 1 level
Hydro Pump	WTR	120	85	5	1		No extra effect beyond damaging foe
Hyper Beam (TM 15)	NRM	150	90	5	1		Causes massive damage but forfeits next move
Hyper Voice	NRM	90	100	10	2		No extra effect beyond damaging foe
Hypnosis	PSY	-	60	20	1		Causes Sleep condition
Ice Ball	ICE	30	90	20	1	●	Repeats for 5 turns unless it misses; damages more each turn; 2x damage after using Defense Curl
Ice Beam (TM 13)	ICE	95	100	10	1		Has a 10% chance of causing Freeze
Ice Punch	ICE	75	100	15	1	●	Has a 10% chance of causing Freeze
Icy Wind	ICE	55	95	15	2		Lowers foe's Speed 1 level
Imprison	PSY	-	100	10	5		Prevents foe from using the four moves attacking Pokémon knows
Ingrain	GRS	-	100	20	5		Restores some HP each turn but attacking Pokémon can't switch out
Iron Defense	STL	-	-	15	5		Raises Defense 2 levels
Iron Tail (TM 23)	STL	100	75	15	1	●	Has a 30% chance of lowering foe's Defense 1 level
Karate Chop	FTG	50	100	25	1	●	Has a high chance for a critical hit
Kinesis	PSY	-	80	15	1		Lowers foe's Accuracy 1 level for all moves
Knock Off	DRK	20	100	20	1	●	Takes a foe's held item (if it has one) and returns it when battle ends
Leaf Blade	GRS	70	100	15	1	●	Has a high chance of a critical hit
Leech Life	BUG	20	100	15	1	●	Damages foe and restores own HP equal to 1/2 inflicted damage
Leech Seed	GRS	-	90	10	1		Siphons foe's HP into attacker's HP every turn; benefits inbound Pokémon if attacker switches out
Leer	NRM	-	100	30	2		Lowers foe's Defense 1 level
Lick	GHO	20	100	30	1	●	Has a 30% chance of causing Paralyze
Light Screen (TM 16)	PSY	-	-	30	5		Halves damage from foes' special attacks for 5 turns; effect persists if attacker switches out
Lock-On	NRM	-	100	5	1		Makes next move always hit successfully
Low Kick	FTG	-	100	20	1	●	Inflicts higher damage if your foe's weight is heavier
Luster Purge	PSY	70	100	5	1		Has a 50% chance of lowering foe's Sp. Defense 1 level
Mach Punch	FTG	40	100	30	1	●	Causes attacker to move first in turn; if both use it, the higher Speed prevails
Magic Coat	PSY	-	100	15	-		Reflects Leech Seed and moves that cause Poison, Paralyze, Sleep and Confuse back at attacker
Magical Leaf	GRS	60	-	20	1		Always strikes foe successfully
Magnitude	GRD	-	100	30	3		Bases damage on random BA (10, 30, 50, 70, 90, 110 or 150)



Move	Type	BA	AC	PP	2-on-2	DA	Effect
Mean Look	NRM	-	100	5	1		Prevents foe from switching as long as attacker remains onfield
Meditate	PSY	-	-	40	5		Raises Attack by 1 level
Mega Drain	GRS	40	100	10	1		Damages foe and restores attacker's HP equal to 1/2 inflicted damage
Megahorn	BUG	120	85	10	1	•	No extra effect beyond damaging foe
Memento	DRK	-	100	10	1		Lowers foe's Attack and Sp. Attack 2 levels if attacker faints in battle
Metal Claw	STL	50	95	35	1	•	Has a 10% chance of raising Attack 1 level
Metal Sound	STL	-	85	40	1		Lowers foe's Sp. Defense 2 levels
Meteor Mash	STL	100	85	10	1	•	Has a 20% chance of raising Attack 1 level
Metronome	NRM	-	-	10	-		Randomly uses a move from entire repertoire on pages 166-172
Milk Drink	NRM	-	-	10	5		Restores 1/2 Pokémon's maximum HP
Mimic	NRM	-	100	10	1		Uses same move as foe; works only if foe moves first
Mind Reader	NRM	-	100	5	1		Makes next move always hit successfully
Minimize	NRM	-	-	20	5		Raises evasiveness 1 level
Mirror Coat	PSY	-	100	20	-		Attacks second, doing 2x special attack damage that foe did to Pokémon
Mirror Move	FLY	-	-	20	-		Uses same move that foe used
Mist	ICE	-	-	30	5		Prevents stat reduction
Mist Ball	PSY	70	100	5	1		Has a 50% chance of lowering foe's Sp. Attack
Moonlight	NRM	-	-	5	5		Restores HP based on weather (sunny=2/3; normal=1/2; rain, sandstorm or hail=1/4)
Morning Sun	NRM	-	-	5	5		Restores HP based on weather (sunny=2/3; normal=1/2; rain, sandstorm or hail=1/4)
Mud Shot	GRD	55	95	15	1		Lowers foe's Speed 1 level
Mud Sport	GRD	-	100	15	5		Lowers power of all Electric-type attacks while Pokémon is onfield
Mud-Slap	GRD	20	100	10	1		Lowers foe's Accuracy 1 level for all moves
Muddy Water	WTR	95	85	10	2		Has a 30% chance of lowering foe's Accuracy 1 level for all moves
Nature Power	NRM	-	95	20	-		Changes to a different move based on terrain Pokémon is in
Needle Arm	GRS	60	100	15	1	•	Has a 30% chance of causing Flinch
Night Shade	GHO	-	100	15	1		Causes damage equal to attacker's level
Octazooka	WTR	65	85	10	1		Has a 50% chance of lowering foe's Accuracy 1 level for all moves
Odor Sleuth	NRM	-	100	40	1		Returns foe's evasiveness to normal; exposes Ghost-types to Normal- and Fighting-type attacks
Outrage	DRG	90	100	15	R	•	Repeats for 2 to 3 turns; attacker will get a Confuse status when completed
Overheat (TM 50)	FIRE	140	90	5	1	•	Causes massive damage but lowers attacker's Sp. Attack 2 levels
Pain Split	NRM	-	100	20	1		Combines attacker's HP with opponent's HP then splits total between both
Peck	FLY	35	100	35	1	•	No extra effect beyond damaging foe
Perish Song	NRM	-	-	5	5		Causes attacker and foe to faint after three turns; both Pokémon can switch out to prevent effect
Petal Dance	GRS	70	100	20	R	•	Repeats for 2 to 3 turns; attacker will get a Confuse status when completed
Pin Missile	BUG	14	85	20	1		Attacks 2-5 times per turn
Poison Fang	PSN	50	100	15	1	•	Has a 30% chance of causing Poison that causes increased residual damage each turn
Poison Gas	PSN	-	55	40	1		Causes Poison
Poison Sting	PSN	15	100	35	1		Has a 30% chance of causing Poison
Poison Tail	PSN	50	100	25	1	•	Has a high chance of a critical hit; 10% chance of causing Poison
Poisonpowder	PSN	-	75	35	1		Causes Poison
Pound	NRM	40	100	35	1	•	No extra effect beyond damaging foe
Powder Snow	ICE	40	100	25	2		Has a 10% chance of causing Freeze
Present	NRM	-	90	15	1		Causes damage randomly (40, 80 or 120 points) or restores defender's HP by 80
Protect (TM 17)	NRM	-	-	10	5		Wards off foe's moves for 1 turn; success falls if used consecutively
Psybeam	PSY	65	100	20	1		Has a 10% chance of causing Confuse
Psych Up	NRM	-	-	10	1		Duplicates stat modifications of foe or ally target
Psychic (TM 29)	PSY	90	100	10	1		Has a 10% chance of lowering foe's Sp. Defense 1 level
Psywave	PSY	-	80	15	1		Bases damage on random multiplier (0.5 to 1.5) times attacker's level
Pursuit	DRK	40	100	20	1	•	Inflicts double damage if foe is withdrawn during turn
Quick Attack	NRM	40	100	30	1	•	Causes attacker to move first in turn; if both use it, the higher Speed prevails
Rage	NRM	20	100	20	1	•	Increases damage for next use if attacker is hit and uses Rage consecutively
Rain Dance (TM 18)	WTR	-	-	5	5		Changes weather to rain for 5 turns, which raises power of Water-type moves
Rapid Spin	NRM	20	100	40	1	•	Frees you from foe's Bind, Wrap, Leech Seed and Spikes
Razor Leaf	GRS	55	95	25	2		High chance of a critical hit
Razor Wind	NRM	80	100	10	2		Prepares attack on first turn then attempts strike on second; has a high chance of a critical hit

Move	Type	BA	AC	PP	2-on-2	DA	Effect
Recover	NRM	-	-	20	5		Restores 1/2 of Pokémon's maximum HP
Reflect (TM 33)	PSY	-	-	20	5		Halves physical attack damage to your team for 5 turns
Refresh	NRM	-	100	20	5		Heals Poison, Paralyze and Burn
Rest (TM 44)	PSY	-	-	10	5		Restores all HP, then self-inflicts a Sleep condition for the next 2 turns
Return (TM 27)	NRM	-	100	20	1	●	Inflicts higher damage the stronger your friendship is with your Pokémon
Revenge	FTG	60	100	10	1	●	Increases damage for next use of Revenge if Pokémon is hit
Reversal	FTG	-	100	15	1	●	Inflicts higher damage the lower the attacker's HP is
Roar (TM 05)	NRM	-	100	20	1		Ends battle with wild Pokémon; forces random foe switch in Trainer battle
Rock Blast	RCK	25	80	10	1		Attacks 2-5 times per turn
Rock Slide	RCK	75	90	10	2		Has a 30% chance of causing Flinch
Rock Smash (HM 06)	FTG	20	100	15	1	●	Has a 50% chance of lowering foe's Defense by 1 level
Rock Throw	RCK	50	90	15	1		No extra effect beyond damaging foe
Rock Tomb (TM 39)	RCK	50	80	10	1		Lowers foe's Speed 1 level
Role Play	PSY	-	100	10	1		Copies foe's ability
Rolling Kick	FTG	60	85	15	1	●	Has a 30% chance of causing Flinch
Rollout	RCK	30	90	20	1	●	Repeats 5 turns unless it misses; damages more each turn; 2x damage after using Defense Curl
Sacred Fire	FIRE	100	95	5	1		Has a 50% chance of causing Burn
Safeguard (TM 20)	NRM	-	-	25	5		Protects team from status affliction for 5 turns
Sand Tomb	GRD	15	70	15	1		Damages foe for 2-5 turns; foe can't escape until completed
Sand-Attack	GRD	-	100	15	1		Lowers foe's Accuracy 1 level for all moves
Sandstorm (TM 37)	RCK	-	-	10	5		Changes weather to sandstorm for 5 turns, which damages all but Rock-, Steel- & Ground-types
Scary Face	NRM	-	90	10	1		Lowers foe's Defense 2 levels
Scratch	NRM	40	100	35	1	●	No extra effect beyond damaging foe
Screech	NRM	-	85	40	1		Lowers foe's Defense 2 levels
Secret Power (TM 43)	NRM	70	100	20	1		Has a 30% chance of a 2nd effect based on terrain (see page 5)
Seismic Toss	FTG	-	100	20	1	●	Causes damage equal to attacker's level
Selfdestruct	NRM	200	100	5	3		Inflicts a massive amount of damage but causes you to faint
Shadow Ball (TM 30)	GHO	80	100	15	1		Has a 20% chance of lowering foe's Sp. Defense 1 level
Shadow Punch	GHO	60	-	20	1	●	Always strikes foe successfully
Shadow Rush	-	90	100	-	1	●	Only Shadow Pokémon can use the move; self-inflicts some damage
Sheer Cold	ICE	-	30	5	1		Causes foe to faint; the lower foe's level is than yours, the greater AC; can't hit a higher-level foe
Shock Wave (TM 34)	ELC	60	-	20	1		Always strikes foe successfully
Signal Beam	BUG	75	100	15	1		Has a 10% chance of causing Confuse
Silver Wind	BUG	60	100	5	1		Has a 10% chance of raising Attack, Defense, Sp. Attack, Sp. Defense and Speed 1 level
Sing	NRM	-	55	15	1		Causes Sleep
Sketch	NRM	-	-	1	1		Adds foe's last move to Pokémon's move repertoire (effect remains after battle)
Skill Swap (TM 48)	PSY	-	100	10	1		Switches abilities with foe
Skull Bash	NRM	100	100	15	1	●	Raises Defense 1 level; prepares attack on first turn then attempts strike on second
Sky Attack	FLY	140	90	5	1		Prepares attack on first turn then attempts strike on second; has a 30% chance of causing Flinch
Sky Uppercut	FTG	85	90	15	1	●	Damages Flying-type Pokémon more easily
Slack Off	NRM	-	100	10	5		Restores 1/2 of attacker's maximum HP
Slam	NRM	80	75	20	1	●	No extra effect beyond damaging foe
Slash	NRM	70	100	20	1	●	Has a high chance of a critical hit
Sleep Powder	GRS	-	75	15	1		Causes Sleep
Sleep Talk	NRM	-	-	10	-		Protects Pokémon by using moves randomly if your Pokémon has a Sleep condition
Sludge	PSN	65	100	20	1		Has a 30% chance of causing Poison
Sludge Bomb (TM 36)	PSN	90	100	10	1		Has a 30% chance of causing Poison
Smellingsalt	NRM	60	100	10	1	●	Inflicts double damage on foes with a Paralyze condition, then cures the condition
Smog	PSN	20	70	20	1		Has a 40% chance of causing Poison
Smokescreen	NRM	-	100	20	1		Lowers foe's Accuracy 1 level for all moves
Snatch (TM 22)	DRK	-	100	10	-		Steals and uses special effect (if any) from foe's move
Snore	NRM	40	100	15	1		Damages foe and has a 30% chance of causing Flinch if your Pokémon has a Sleep condition
Solarbeam (TM 22)	GRS	120	100	10	1		Preps on first turn, attacks on second turn; no wait if sunny weather; less powerful in rain
Sonicboom	NRM	-	90	20	1		Causes 20 points of damage regardless of other battle factors
Spark	ELC	65	100	20	1	●	Has a 30% chance of causing Paralyze



Move	Type	BA	AC	PP	2-on-2	DA	Effect
Spider Web	BUG	-	100	10	1		Prevents foe from switching out during battle
Spike Cannon	NRM	20	100	15	1		Attacks 2-5 times per turn
Spikes	GRD	-	-	20	2		Damages foe that switches in; effect persists until battle is over; use again to increase damage
Spit Up	NRM	100	100	10	1		Inflicts damage by amount fueled by Stockpile power
Spite	GHO	-	100	10	1		Lowers PP of foe's last move 2 to 5 pts.
Splash	NRM	-	-	40	5		None
Spore	GRS	-	100	15	1		Causes Sleep
Steel Wing (TM 47)	STL	70	90	25	1	●	Has a 10% chance of raising Defense 1 level
Stockpile	NRM	-	-	10	5		Stores power used to fuel Spit Up and Swallow; can use move 3 times
Stomp	NRM	65	100	20	1	●	Has a 30% chance of causing Flinch
Strength (HM 04)	NRM	80	100	15	1	●	No extra effect beyond damaging foe
String Shot	BUG	-	95	40	2		Lowers foe's Speed 1 level
Struggle	NRM	50	100	1	1	●	Attack becomes available to all Pokémon that run out of PP for all moves; self-inflicts 1/4 damage
Stun Spore	GRS	-	75	30	1		Causes Paralyze
Submission	FTG	80	80	25	1	●	Damages foe but self-inflicts 1/4 of the damage
Substitute	NRM	-	-	10	5		Creates a battle decoy from 1/4 of Pokémon's maximum HP
Sunny Day (TM 11)	FIRE	-	-	5	5		Changes weather to sunny conditions for 5 turns, which raises power of Fire-type moves
Superpower	FTG	120	100	5	1	●	Inflicts massive amount of damage but lowers attacker's Attack and Defense 1 level
Supersonic	NRM	-	55	20	1		Causes Confuse
Surf (HM 03)	WTR	95	100	15	2		No extra effect beyond damaging foe
Swagger	NRM	-	90	15	1		Causes foe to have a Confuse condition and causes it to hurt itself worse by raising its Attack 2 levels
Swallow	NRM	-	-	10	5		Restores HP by amount fueled by Stockpile power
Sweet Kiss	NRM	-	75	10	1		Causes Confuse
Sweet Scent	NRM	-	100	20	2		Lowers foe's evasiveness 1 level
Swift	NRM	60	-	20	2		Always strikes foe successfully
Swords Dance	NRM	-	-	30	5		Raises Attack 2 levels
Synthesis	GRS	-	-	5	5		Restores HP based on weather (sunny=2/3; normal=1/2; rain, sandstorm or hail=1/4)
Tackle	NRM	35	95	35	1	●	No extra effect beyond damaging foe
Tail Glow	BUG	-	100	20	5		Raises Sp. Attack 2 levels
Tail Whip	NRM	-	100	30	2		Lowers foe's Defense 1 level
Take Down	NRM	90	85	20	1	●	Damages foe but self-inflicts 1/4 of the damage
Taunt (TM 12)	DRK	-	100	20	1		Forces foe to use attacks (not defensive moves) for current and next turn
Teeter Dance	NRM	-	100	20	3		Causes Confuse in all Pokémon on field except attacking Pokémon
Teleport	PSY	-	-	20	5		None in Pokémon Colosseum
Thief (TM 46)	DRK	40	100	10	1	●	Takes a foe's held item (if it has one)
Thrash	NRM	90	100	20	R	●	Repeats for 2 to 3 turns; attacker will get a Confuse status when completed
Thunder (TM 25)	ELC	120	70	10	1		Has 100% AC in rainy weather and 50% AC in sunny; has 30% chance of causing Paralyze
Thunder Wave	ELC	-	100	20	1		Causes Paralyze
Thunderbolt (TM 24)	ELC	95	100	15	1		Has a 10% chance of causing Paralyze
Thunderpunch	ELC	75	100	15	1	●	Has a 10% chance of causing Paralyze
Thundershock	ELC	40	100	30	1		Has a 10% chance of causing Paralyze
Tickle	NRM	-	100	20	1	●	Lowers foe's Attack and Defense 1 level
Torment (TM 41)	DRK	-	100	15	1		Prevents foe from using the same move twice in a row
Toxic (TM 06)	PSN	-	85	10	1		Causes Poison; amount of residual poison damage increases each turn
Tri Attack	NRM	80	100	10	1		Has a 20% chance of causing one random condition: Freeze, Burn or Paralyze
Trick	PSY	-	100	10	1		Switches foe's held items with your Pokémon's
Triple Kick	FTG	10	90	10	1	●	Attacks 3 times in a row; damage increases each time
Twister	DRG	40	100	20	2		Has a 20% chance of causing Flinch; inflicts double damage if foe is using Fly
Uproar	NRM	50	100	10	R		Repeats for 2 to 5 turns; no Pokémon can inflict a Sleep condition until completed
Vicegrip	NRM	55	100	30	1	●	No extra effect beyond damaging foe
Vine Whip	GRS	35	100	10	1	●	No extra effect beyond damaging foe
Vital Throw	FTG	70	100	10	1	●	Causes attacker to strike second but move will always strike foe successfully
Water Gun	WTR	40	100	25	1		No extra effect beyond damaging foe
Water Pulse (TM 03)	WTR	60	100	20	1		Has a 20% chance of causing Confuse
Water Sport	WTR	-	100	15	5		Lowers power of all Fire-type attacks while Pokémon is onfield

Move	Type	BA	AC	PP	2-on-2	DA	Effect
Water Spout	WTR	150	100	5	2		Inflicts less damage if your Pokémon's HP is weaker
Waterfall (HM 07)	WTR	80	100	15	1	•	No extra effect beyond damaging foe
Weather Ball	NRM	50	100	10	1		Doubles damage for move types in specific weather (sunny=Fire; rain=Water; hail=Ice; sandstorm=Rock)
Whirlpool	WTR	15	70	15	1		Damages foe for 2-5 turns; foe can't escape until completed
Whirlwind	NRM	-	100	20	1		Forces random foe switch in battle
Will-o-Wisp	FIRE	-	75	15	1		Causes Burn
Wing Attack	FLY	60	100	35	1	•	No extra effect beyond damaging foe
Wish	NRM	-	100	10	5		Restores 1/2 of max HP on next turn; effect transfers if you switch Pokémon for next turn
Withdraw	WTR	-	-	40	5		Raises Defense 1 level
Wrap	NRM	15	85	20	1	•	Damages foe for 2-5 turns; foe can't escape until completed
Yawn	NRM	-	100	10	1		Causes Sleep condition in foe on next turn
Zap Cannon	ELC	100	50	5	1		Causes Paralyze if foe is hit

ABILITIES

Ability	Description
Air Lock	Prevents Pokémon from being affected by weather during battle
Arena Trap	Prevents foe from switching Pokémon or escaping; not effective against Flying-types or Pokémon with Levitate
Battle Armor	Helps Pokémon avoid critical hits
Blaze	Multiplies power of Pokémon's Fire-type attacks by 1.5 when the Pokémon's HP falls below 1/3 its maximum
Chlorophyll	Doubles a Pokémon's Speed when sunlight is strong
Clear Body	Prevents an opponent's move from lowering your Pokémon's stats
Cloud Nine	Prevents weather influence on all Pokémon in battle
Color Change	Changes Pokémon's type to match the type of a move that hits it
Compoundeyes	Increases Accuracy 30% for all moves
Cute Charm	Attracts opponent Pokémon 30% of the time when opponent strikes
Damp	Prevents all Pokémon in battle from using Selfdestruct and Explosion
Drizzle	Changes weather to rain during battle
Drought	Changes weather to sunny conditions during battle
Early Bird	Causes Pokémon to wake earlier from Sleep condition
Effect Spore	Afflicts opponent Pokémon with a Poison, Paralyze or Sleep condition 10% of the time when opponent attacks directly
Flame Body	Afflicts opponent Pokémon with a Burn condition 30% of the time when opponent attacks directly
Flash Fire	Prevents damage from Fire-type attacks and increases power of Pokémon's Fire-type attacks
Forecast	Changes Pokémon to a form and type that's connected to weather (sun=Fire-type, rain=Water-type, hail=Ice-type)
Guts	Multiplies power of a Pokémon's attacks by 1.5 when it has a status condition
Huge Power	Increases power of Pokémon's attacks, but the effect is halved when the Pokémon's ability is changed (e.g., Skill Swap)
Hustle	Multiplies power of a Pokémon's attacks by 1.5, but move Accuracy is reduced to 80% of normal
Hyper Cutter	Prevents effects that reduce the Pokémon's attack power
Illuminate	No effect in Pokémon Colosseum
Immunity	Prevents Pokémon from getting a Poison condition
Inner Focus	Prevents Pokémon from Flinching
Insomnia	Prevents Pokémon from getting a Sleep condition
Intimidate	Reduces the opponent's attack power
Keen Eye	Protects Pokémon from Accuracy reduction
Levitate	Prevents Pokémon from getting struck by Ground-type attacks
Lightningrod	Draws Electric-type attacks away from partner to Pokémon when it's in a 2-on-2 battle
Limber	Prevents Pokémon from getting a Paralyze condition
Liquid Ooze	Causes damage to opponent Pokémon when it attempts to absorb or leech HP
Magma Armor	Prevents Pokémon from getting a Freeze condition
Magnet Pull	Prevents Steel-type opponents from escaping
Marvel Scale	Multiplies Defense by 1.5 when Pokémon has a status condition
Minus	Multiplies Sp. Attack by 1.5 when a positively charged Pokémon is onfield
Natural Cure	Cures a Pokémon's status condition when the Pokémon is withdrawn from battle
Oblivious	Prevents Pokémon from becoming attracted
Overgrow	Multiplies power of Grass-type attacks by 1.5 when the Pokémon's HP falls below 1/3 its maximum
Own Tempo	Prevents Pokémon from getting a Confuse condition
Pickup	Picks up items from opponent Pokémon while in battle
Plus	Multiplies Sp. Attack power by 1.5 when a negatively charged Pokémon is onfield
Poison Point	Afflicts opponent Pokémon with a Poison condition 30% of the time when it attacks directly
Pressure	Reduces opponent Pokémon's PP by 2 every time it damages the Pokémon with Pressure



Ability	Description
Pure Power	Increases power of Pokémon's attacks, but the effect is halved when the Pokémon's ability is changed (e.g., Skill Swap)
Rain Dish	Recovers HP in every turn when it's raining during battle
Rock Head	Prevents Pokémon from incurring damage when it uses Submission, Take Down or Double-Edge
Rough Skin	Causes opponent's HP to decrease when opponent attacks directly
Run Away	Allows Pokémon to escape from wild Pokémon (no effect in Pokémon Colosseum)
Sand Stream	Summons a sandstorm during battle
Sand Veil	Allows Pokémon to evade moves more easily during sandstorms
Serene Grace	Doubles the chances that any attack's additional effects will work
Shadow Tag	Prevents foe from swapping out Pokémon
Shed Skin	Gives Pokémon a 30% chance of curing its status conditions every turn
Shell Armor	Prevents Pokémon from suffering critical hits
Shield Dust	Shields Pokémon from the additional effects of attacks
Soundproof	Frees Pokémon from Grasswhistle, Growl, Heal Bell, Hyper Voice, Metal Sound, Perish Song, Roar, Screech, Sing, Snore, Supersonic and Uproar
Speed Boost	Increases Pokémon's Speed every turn
Static	Afflicts opponent Pokémon with a Paralyze condition 30% of the time when opponent attacks directly
Stench	When the Pokémon is in the lead team position, decreases chances of meeting wild Pokémon (no effect in Pokémon Colosseum)
Sticky Hold	Prevents opponent Pokémon from stealing an item
Sturdy	Shields Pokémon from attacks that knock it out in one hit
Suction Cups	Prevents Pokémon from swapping out when the opponent Pokémon uses Whirlwind or Roar
Swarm	Multiplies power of Bug-type attacks by 1.5 when the Pokémon's HP falls below 1/3 its maximum
Swift Swim	Doubles the Pokémon's Speed when it's raining in battle
Synchronize	Causes opponent Pokémon that inflicts Poison, Paralyze or Burn to receive the same condition
Thick Fat	Reduces damage by half when Pokémon is hit with Fire- or Ice-type attacks
Torrent	Multiplies power of Water-type attacks by 1.5 when the Pokémon's HP falls below 1/3 its maximum
Trace	Duplicates the ability that opponent Pokémon has
Truant	Restricts Pokémon from making a move every turn (can act only every other turn)
Vital Spirit	Prevents Pokémon from getting a Sleep condition
Volt Absorb	Restores Pokémon's HP when hit with Electric-type attacks
Water Absorb	Restores Pokémon's HP when hit with Water-type attacks
Water Veil	Prevents Pokémon from getting a Burn condition
White Smoke	Prevents opponent's moves from reducing Pokémon's stats
Wonder Guard	Prevents all damage except from attack types that the Pokémon is weak against

NATURES

A Pokémon's nature affects the growth of its stats and which flavors it prefers. In Story mode, it also impacts which purification methods are the most effective.

Nature	Attack	Defense	Special Attack	Special Defense	Speed	Favorite	Least Favorite
Adamant	Rises quickly	—	Rises slowly	—	—	Spicy (Cool)	Dry (Beauty)
Bashful	—	—	—	—	—	—	—
Bold	Rises slowly	Rises quickly	—	—	—	Sour (Tough)	Spicy (Cool)
Brave	Rises quickly	—	—	—	Rises slowly	Spicy (Cool)	Sweet (Cute)
Calm	Rises slowly	—	—	Rises quickly	—	Bitter (Smart)	Spicy (Cool)
Careful	—	—	Rises slowly	Rises quickly	—	Bitter (Smart)	Dry (Beauty)
Docile	—	—	—	—	—	—	—
Gentle	—	Rises slowly	—	Rises quickly	—	Bitter (Smart)	Sour (Tough)
Hardy	—	—	—	—	—	—	—
Hasty	—	Rises slowly	—	—	Rises quickly	Sweet (Cute)	Sour (Tough)
Impish	—	Rises quickly	Rises slowly	—	—	Sour (Tough)	Dry (Beauty)
Jolly	—	—	Rises slowly	—	Rises quickly	Sweet (Cute)	Dry (Beauty)
Lax	—	Rises quickly	—	Rises slowly	—	Sour (Tough)	Bitter (Smart)
Lonely	Rises quickly	Rises slowly	—	—	—	Spicy (Cool)	Sour (Tough)
Mild	—	Rises slowly	Rises quickly	—	—	Dry (Beauty)	Sour (Tough)
Modest	Rises slowly	—	Rises quickly	—	—	Dry (Beauty)	Spicy (Cool)
Naive	—	—	—	Rises slowly	Rises quickly	Sweet (Cute)	Bitter (Smart)
Naughty	Rises quickly	—	—	Rises slowly	—	Spicy (Cool)	Bitter (Smart)
Quiet	—	—	Rises quickly	—	Rises slowly	Dry (Beauty)	Sweet (Cute)
Quirky	—	—	—	—	—	—	—
Rash	—	—	Rises quickly	Rises slowly	—	Dry (Beauty)	Bitter (Smart)
Relaxed	—	Rises quickly	—	—	Rises slowly	Sour (Tough)	Sweet (Cute)
Sassy	—	—	—	Rises quickly	Rises slowly	Bitter (Smart)	Sweet (Cute)
Serious	—	—	—	—	—	—	—
Timid	Rises slowly	—	—	—	Rises quickly	Sweet (Cute)	Spicy (Cool)

AVAILABLE pokémon BY TYPE

After you find out which Pokémon a Battle mode Trainer has on his team, consult the battle chart on page 4 to see which Pokémon types and attack types will be the most effective in a fight. Then use the following charts to find Pokémon* types that will fit the bill defensively and—if they have same-type attacks—offensively.

* The listed Pokémon are those available in Pokémon Colosseum's Story mode, and all Pokémon that you can bring to the game when you link your Pokémon Ruby and Pokémon Sapphire Game Paks.

BUG

POKéMON	TYPE
ANORITH	ROCK-BUG
ARIADOS	BUG-POISON
ARMALDO	ROCK-BUG
BEAUTIFLY	BUG-FLYING
CASCOON	BUG
DUSTOX	BUG-POISON
FORRETRESS	BUG-STEEL
HERACROSS	BUG-FIGHTING
ILLUMISE	BUG
LEDIAN	BUG-FLYING
MASQUERAIN	BUG-FLYING
NINCADA	BUG-GROUND
NINJASK	BUG-FLYING
PINSIR	BUG
SHEDINJA	BUG-GHOST
SHUCKLE	BUG-ROCK
SILCOON	BUG
SURSKIT	BUG-WATER
VOLBEAT	BUG
WURMPLE	BUG
YANMA	BUG-FLYING

DARK

POKéMON	TYPE
ABSOL	DARK
CACTURNE	GRASS-DARK
CARVANHA	WATER-DARK
CRAWDAUNT	WATER-DARK
HOUNDOOM	DARK-FIRE
MIGHTYENA	DARK
MURKROW	DARK-FLYING
NUZLEAF	GRASS-DARK
POOCHYENA	DARK
SABLEYE	DARK-GHOST
SHARPEDO	WATER-DARK
SHIFTRY	GRASS-DARK
SNEASEL	DARK-ICE
TYRANITAR	ROCK-DARK
UMBREON	DARK

DRAGON

POKéMON	TYPE
ALTARIA	DRAGON-FLYING
BAGON	DRAGON
FLYGON	GROUND-DRAGON
KINGDRA	WATER-DRAGON
LATIAS	DRAGON-PSYCHIC
LATIOS	DRAGON-PSYCHIC
RAYQUAZA	DRAGON-FLYING
SALAMENCE	DRAGON-FLYING
SHELGON	DRAGON
VIBRAVA	GROUND-DRAGON

ELECTRIC

POKéMON	TYPE
AMPHAROS	ELECTRIC
CHINCHOU	WATER-ELECTRIC
ELECTRIKE	ELECTRIC
ELECTRODE	ELECTRIC
FLAAFFY	ELECTRIC
LANTURN	WATER-ELECTRIC
MAGNEMITE	ELECTRIC-STEEL
MAGNETON	ELECTRIC-STEEL
MANECTRIC	ELECTRIC
MINUN	ELECTRIC
PICHU	ELECTRIC
PIKACHU	ELECTRIC
PLUSLE	ELECTRIC
RAICHU	ELECTRIC
RAIKOU	ELECTRIC
VOLTORB	ELECTRIC

FIGHTING

POKéMON	TYPE
BLAZIKEN	FIRE-FIGHTING
BRELOOM	GRASS-FIGHTING
COMBUSKEN	FIRE-FIGHTING
HARIYAMA	FIGHTING
HERACROSS	BUG-FIGHTING
HITMONTOP	FIGHTING
MACHAMP	FIGHTING
MACHOKE	FIGHTING
MACHOP	FIGHTING
MAKUHITA	FIGHTING

MEDICHAM	FIGHTING-PSYCHIC
MEDITITE	FIGHTING-PSYCHIC

FIRE

POKéMON	TYPE
BLAZIKEN	FIRE-FIGHTING
CAMERUPT	FIRE-GROUND
COMBUSKEN	FIRE-FIGHTING
ENTEI	FIRE
HO-OH	FIRE-FLYING
HOUNDOOM	DARK-FIRE
MAGCARGO	FIRE-ROCK
NINETALES	FIRE
NUMEL	FIRE-GROUND
QUILAVA	FIRE
SLUGMA	FIRE
TORCHIC	FIRE
TORKOAL	FIRE
TYPHLOSION	FIRE
VULPIX	FIRE

FLYING

POKéMON	TYPE
ALTARIA	DRAGON-FLYING
BEAUTIFLY	BUG-FLYING
CROBAT	POISON-FLYING
DELIBIRD	ICE-FLYING
DODRIO	NORMAL-FLYING
DODUO	NORMAL-FLYING
GLIGAR	GROUND-FLYING
GOLBAT	POISON-FLYING
GYARADOS	WATER-FLYING
HO-OH	FIRE-FLYING
JUMPLUFF	GRASS-FLYING
LEDIAN	BUG-FLYING
MANTINE	WATER-FLYING
MASQUERAIN	BUG-FLYING
MURKROW	DARK-FLYING
NATU	PSYCHIC-FLYING
NINJASK	BUG-FLYING
NOCTOWL	NORMAL-FLYING
PELIPPER	WATER-FLYING
RAYQUAZA	DRAGON-FLYING
SALAMENCE	DRAGON-FLYING
SKARMORY	STEEL-FLYING



SKIPLOOM	GRASS-FLYING
SWABLU	NORMAL-FLYING
SWELLOW	NORMAL-FLYING
TAILLOW	NORMAL-FLYING
TOGETIC	NORMAL-FLYING
TROPIUS	GRASS-FLYING
WINGULL	WATER-FLYING
XATU	PSYCHIC-FLYING
YANMA	BUG-FLYING
ZUBAT	POISON-FLYING

GHOST

POKéMON	TYPE
BANETTE	GHOST
DUSCLOPS	GHOST
DUSKULL	GHOST
MISDREAVUS	GHOST
SABLEYE	DARK-GHOST
SHEDINJA	BUG-GHOST
SHUPPET	GHOST

GRASS

POKéMON	TYPE
BAYLEEF	GRASS
BELLOSSOM	GRASS
BRELOOM	GRASS-FIGHTING
CACNEA	GRASS
CACTURNE	GRASS-DARK
CELEBI	PSYCHIC-GRASS
CRADILY	ROCK-GRASS
GLOOM	GRASS-POISON
GROVYLE	GRASS
JUMPLUFF	GRASS-FLYING
LILEEP	ROCK-GRASS
LOMBRE	WATER-GRASS
LOTAD	WATER-GRASS
LUDICOLO	WATER-GRASS
MEGANIUM	GRASS
NUZLEAF	GRASS-DARK
ODDISH	GRASS-POISON
ROSELIA	GRASS-POISON
SCEPTILE	GRASS
SEEDOT	GRASS
SHIFTRY	GRASS-DARK
SHROOMISH	GRASS
SKIPLOOM	GRASS-FLYING
SUNFLORA	GRASS
TREECKO	GRASS
TROPIUS	GRASS-FLYING
VILEPLUME	GRASS-POISON

GROUND

POKéMON	TYPE
BALTOY	GROUND-PSYCHIC
BARBOACH	WATER-GROUND
CAMERUPT	FIRE-GROUND
CLAYDOL	GROUND-PSYCHIC
DONPHAN	GROUND
FLYGON	GROUND-DRAGON
GEODUDE	ROCK-GROUND
GLIGAR	GROUND-FLYING
GOLEM	ROCK-GROUND
GRAVELER	ROCK-GROUND
GROUDON	GROUND
MARSHTOMP	WATER-GROUND
NINCADA	BUG-GROUND
NUMEL	FIRE-GROUND
PHANPY	GROUND
PILOSWINE	ICE-GROUND
QUAGSIRE	WATER-GROUND
RHYDON	GROUND-ROCK
RHYHORN	GROUND-ROCK
SANDSHREW	GROUND
SANDSLASH	GROUND
SWAMPERT	WATER-GROUND
TRAPINCH	GROUND
VIBRAVA	GROUND-DRAGON
WHISCASH	WATER-GROUND

ICE

POKéMON	TYPE
DELIBIRD	ICE-FLYING
GLALIE	ICE
PILOSWINE	ICE-GROUND
REGICE	ICE
SEALEO	ICE-WATER
SNEASEL	DARK-ICE
SNORUNT	ICE
SPHEAL	ICE-WATER
WALREIN	ICE-WATER

NORMAL

POKéMON	TYPE
AIPOM	NORMAL
AZURILL	NORMAL
CASTFORM	NORMAL
DELICATTY	NORMAL
DODRIO	NORMAL-FLYING
DODUO	NORMAL-FLYING
DUNSPARCE	NORMAL
EXPLOUD	NORMAL
FURRET	NORMAL
GIRAFARIG	NORMAL-PSYCHIC
GRANBULL	NORMAL

IGGLYBUFF	NORMAL
JIGGLYPUFF	NORMAL
KECLEON	NORMAL
LINOONE	NORMAL
LOUDRED	NORMAL
MILTANK	NORMAL
NOCTOWL	NORMAL-FLYING
SKITTY	NORMAL
SLAKING	NORMAL
SLAKOTH	NORMAL
SMEARGLE	NORMAL
SPINDA	NORMAL
STANTLER	NORMAL
SWABLU	NORMAL-FLYING
SWELLOW	NORMAL-FLYING
TAILLOW	NORMAL-FLYING
TOGETIC	NORMAL-FLYING
URSARING	NORMAL
VIGOROTH	NORMAL
WHISMUR	NORMAL
WIGGLYTUFF	NORMAL
ZANGOOSE	NORMAL
ZIGZAGOON	NORMAL

POISON

POKéMON	TYPE
ARIADOS	BUG-POISON
CROBAT	POISON-FLYING
DUSTOX	BUG-POISON
GLOOM	GRASS-POISON
GOLBAT	POISON-FLYING
GRIMER	POISON
GULPIN	POISON
KOFFING	POISON
MUK	POISON
ODDISH	GRASS-POISON
OWILFISH	WATER-POISON
ROSELIA	GRASS-POISON
SEVIPER	POISON
SWALOT	POISON
TENTACOO	WATER-POISON
TENTACRUEL	WATER-POISON
VILEPLUME	GRASS-POISON
WEEZING	POISON
ZUBAT	POISON-FLYING

PSYCHIC

POKéMON	TYPE
ABRA	PSYCHIC
ALAKAZAM	PSYCHIC
BALTOY	GROUND-PSYCHIC
BELDUM	STEEL-PSYCHIC
CELEBI	PSYCHIC-GRASS
CHIMECHO	PSYCHIC

CLAYDOL	GROUND-PSYCHIC
ESPEON	PSYCHIC
GARDEVOIR	PSYCHIC
GIRAFARIG	NORMAL-PSYCHIC
GRUMPIG	PSYCHIC
JIRACHI	STEEL-PSYCHIC
KADABRA	PSYCHIC
KIRLIA	PSYCHIC
LATIAS	DRAGON-PSYCHIC
LATIOS	DRAGON-PSYCHIC
MEDICHAM	FIGHTING-PSYCHIC
MEDITITE	FIGHTING-PSYCHIC
METAGROSS	STEEL-PSYCHIC
METANG	STEEL-PSYCHIC
NATU	PSYCHIC-FLYING
SOLROCK	ROCK-PSYCHIC
SPOINK	PSYCHIC
STARMIE	WATER-PSYCHIC
WOBBUFFET	PSYCHIC
WYNAUT	PSYCHIC
XATU	PSYCHIC-FLYING

ROCK

POK&MON	TYPE
AGGRON	STEEL-ROCK
ANORITH	ROCK-BUG
ARMALDO	ROCK-BUG
ARON	STEEL-ROCK
CORSOLA	WATER-ROCK
CRADILY	ROCK-GRASS
GEODUDE	ROCK-GROUND
GOLEM	ROCK-GROUND
GRAVELER	ROCK-GROUND
LAIRON	STEEL-ROCK
LILEEP	ROCK-GRASS
LUNATONE	ROCK-PSYCHIC
MAGCARGO	FIRE-ROCK
NOSEPASS	ROCK
REGIROCK	ROCK
RELICANTH	WATER-ROCK
RHYDON	GROUND-ROCK
RHYHORN	GROUND-ROCK
SHUCKLE	ROCK-BUG
SOLROCK	ROCK-PSYCHIC
SUDOWOODO	ROCK
TYRANITAR	ROCK-DARK

STEEL

POK&MON	TYPE
AGGRON	STEEL-ROCK
ARON	STEEL-ROCK
BELDUM	STEEL-PSYCHIC
FORRETRESS	BUG-STEEL
JIRACHI	STEEL-PSYCHIC
LAIRON	STEEL-ROCK

MAGNEMITE	ELECTRIC-STEEL
MAGNETON	ELECTRIC-STEEL
MAWILE	STEEL
METAGROSS	STEEL-PSYCHIC
METANG	STEEL-PSYCHIC
REGISTEEL	STEEL
SKARMORY	STEEL-FLYING

WATER

POK&MON	TYPE
AZUMARILL	WATER
BARBOACH	WATER-GROUND
CARVANHA	WATER-DARK
CHINCHOU	WATER-ELECTRIC
CLAMPERL	WATER
CORPHISH	WATER
CORSOLA	WATER-ROCK
CRAWDAUNT	WATER-DARK
CROCONAW	WATER
FEEBAS	WATER
FERALIGATR	WATER
GOLDEEN	WATER
GOLDUCK	WATER
GOREBYSS	WATER
GYARADOS	WATER-FLYING
HORSEA	WATER
HUNTAIL	WATER
KINGDRA	WATER-DRAGON
KYOGRE	WATER
LANTURN	WATER-ELECTRIC
LOMBRE	WATER-GRASS
LOTAD	WATER-GRASS
LUDICOLO	WATER-GRASS
LUVDISC	WATER
MAGIKARP	WATER
MANTINE	WATER-FLYING
MARILL	WATER
MARSHTOMP	WATER-GROUND
MILOTIC	WATER
MUDKIP	WATER
OCTILLERY	WATER
PELIPPER	WATER-FLYING
PSYDUCK	WATER
QUAGSIRE	WATER-GROUND
QWILFISH	WATER-POISON
RELICANTH	WATER-ROCK
REMORAID	WATER
SEADRA	WATER
SEAKING	WATER
SEALEO	ICE-WATER
SHARPEDO	WATER-DARK
SPHEAL	ICE-WATER
STARMIE	WATER-PSYCHIC
STARYU	WATER
SUICUNE	WATER
SURSKIT	BUG-WATER

SWAMPERT	WATER-GROUND
TENTACOO	WATER-POISON
TENTACRUEL	WATER-POISON
WAILMER	WATER
WAILORD	WATER
WALREIN	ICE-WATER
WHISCASH	WATER-GROUND
WINGULL	WATER-FLYING



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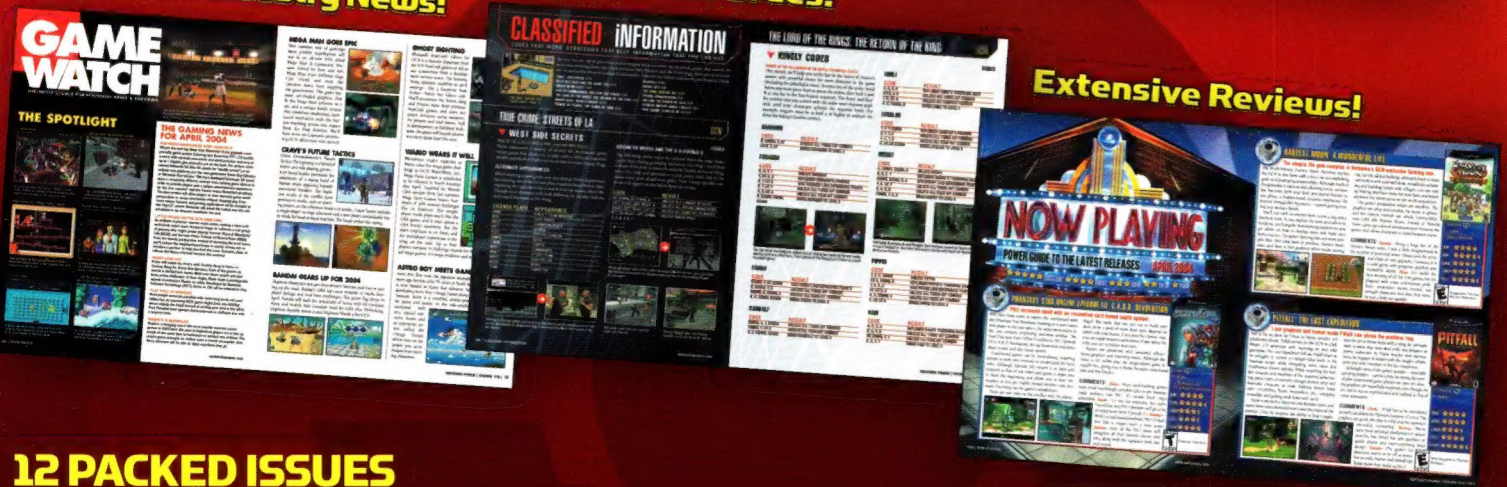
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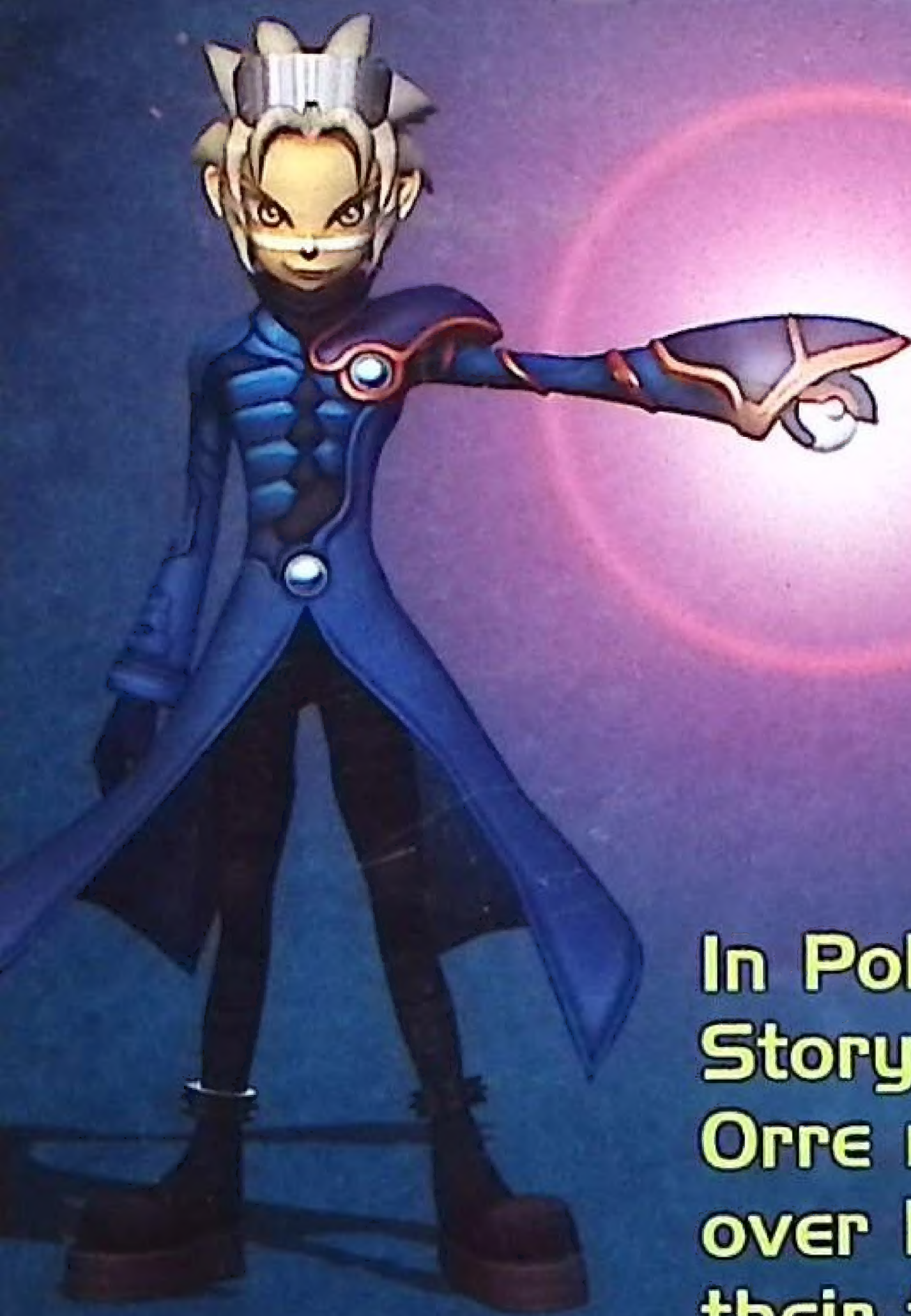


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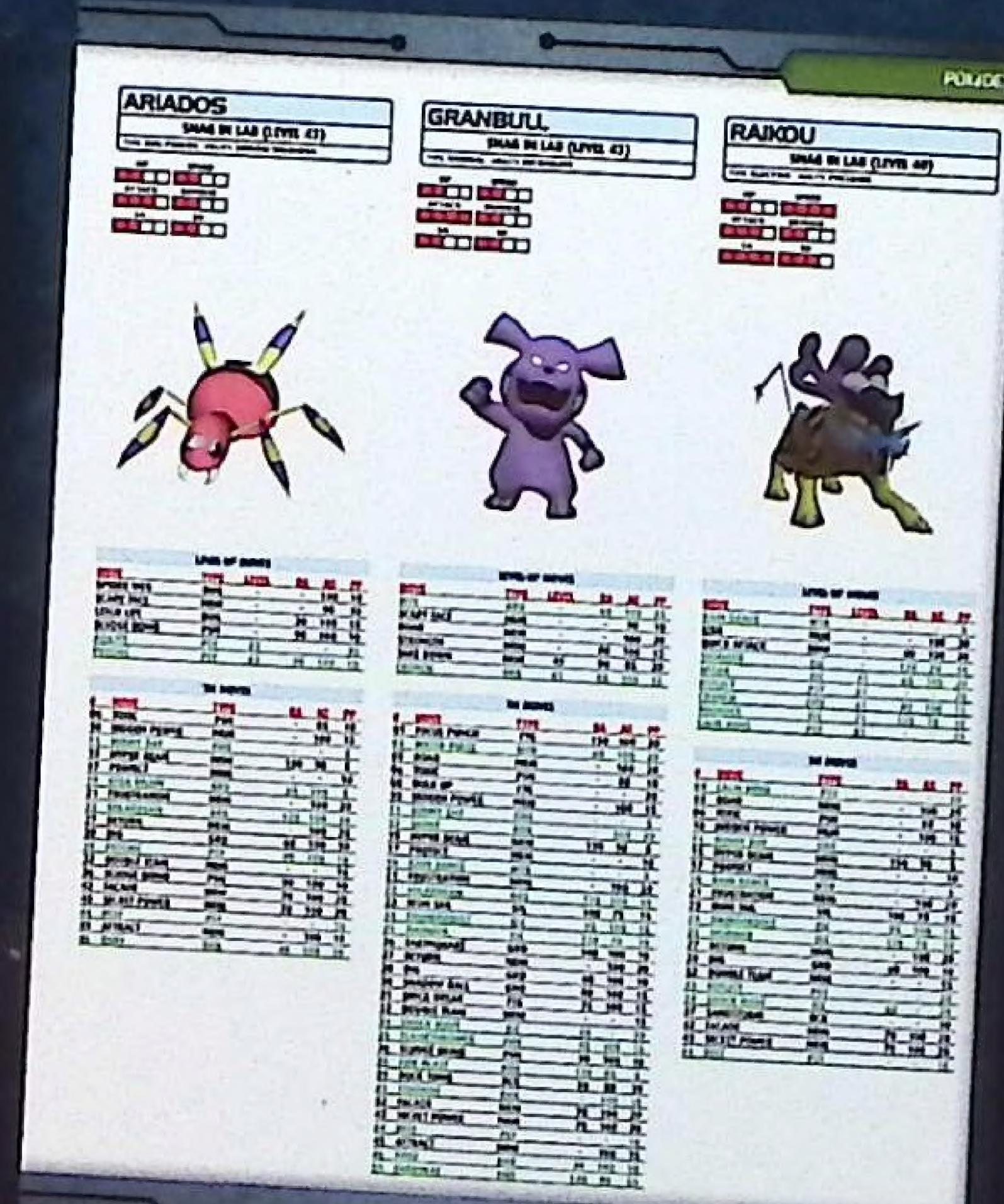
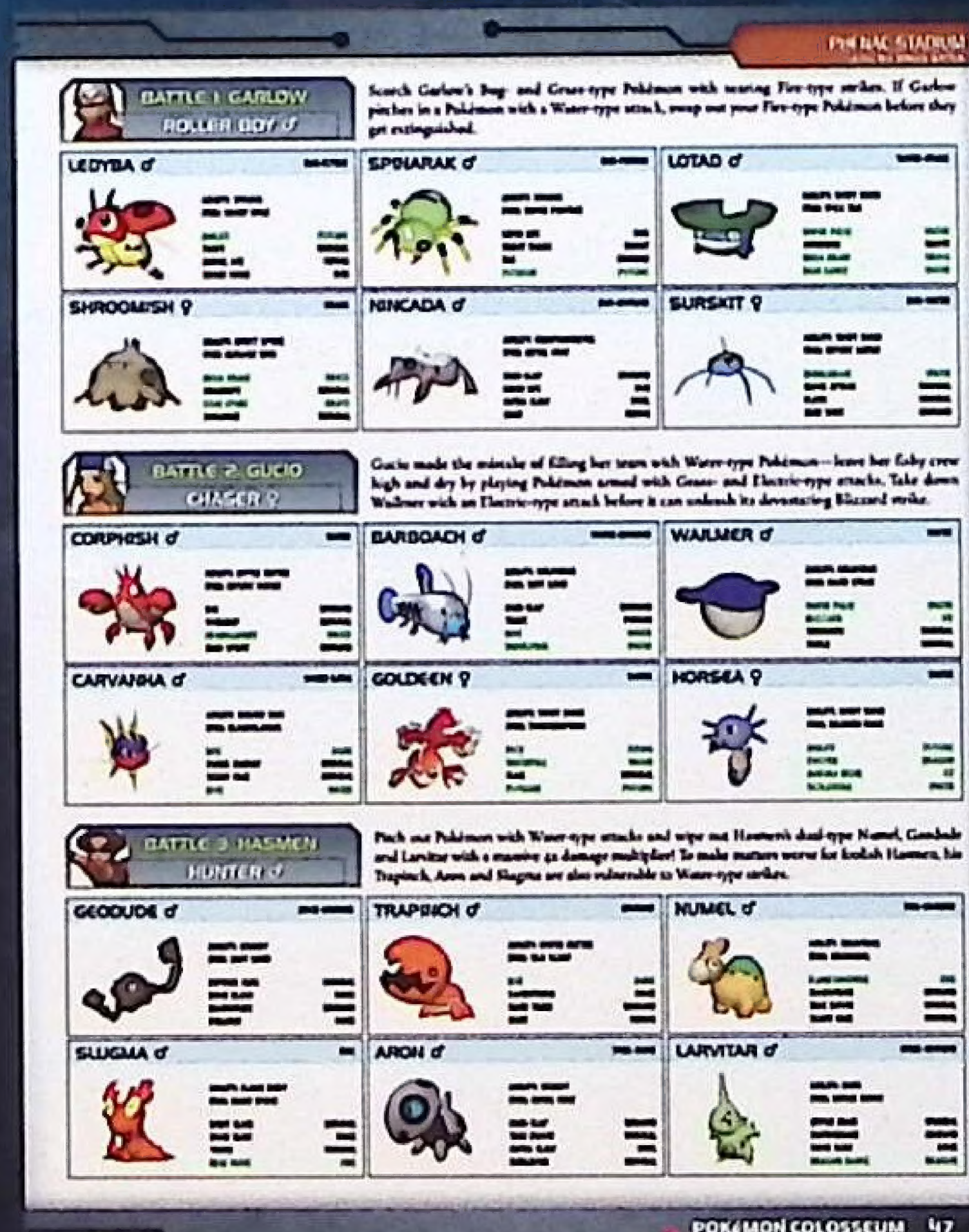


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